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NOTES

Dave and I synchronize watches with White Rabbit while bi-planes rehearse.

"The sun never sets on the Disney Theme Parks." As of April 12, 1992, this became the proud claim of The Walt Disney Company. Euro Disney Resort opened in a flurry of festivities—and *DISNEY NEWS* was there!

Art Director Dave Korobkin and I traveled to Paris where we were met by our photographer, Guido Frazzini. Guido is a *DISNEY NEWS* reader (and an avid Disney collector) who had written earlier in the year to offer his services at the Grand Opening. He drove *non-stop* from his home in Milan, Italy, to rendezvous with us at the Hotel Santa Fe.

Festooned in an array of credentials, including large, blue Mickey Mouse badges which identified us as "Working Press," we set out to chronicle the wonders of the new Theme Park, its christening, the amenities of its environs, and, just as important, the reactions of those who have been involved with the project from the beginning. The result: exclusive interviews and more than 60 brilliant images on a whopping 13 pages; our way of saying, **"Bienvenue, Euro Disney Resort!"**

In between photo shoots and interviews we attended a slew of dedication ceremonies and celebrations. (Although we didn't quite make the "A" list, we did all right.) The biggest surprise occurred on the Friday before Grand Opening. We had been in the Park the day before scouting and shooting, and had planned to do the same on Friday.

Unbeknown to us, it was Celebrity Preview Day! They were everywhere. We rubbed elbows with the likes of George Lucas, Bob Hoskins, Jane Seymour, Candace Bergen and Eddie Murphy.

We resisted the *paparazzi* urge; we *looked*, but we didn't shoot. But we did sample as many attractions as we had time for—which was nearly everything since there was no waiting anywhere. This was Guido's first time to ever experience a Disney Theme Park. What an introduction!

During our quest, which spanned two full weeks, we received help from dozens of people.

First on my list of benefactors is Euro Disney Creative Services Supervisor Lisa Fox, formerly Print Production coordinator for *DISNEY NEWS*. Not only did she help me scavenge pre-Grand Opening badges for my crew, introduce me to the pivotal people in the photo department, and provide a communications center for me, she also put me up in her Paris flat for a week until I could move into the Santa Fe. That's going the extra mile!

Dave will be eternally grateful to the staff at his hotel who turned what could have been a disaster into a fond memory. It seems that Dave had mistakenly been booked into the Novotel Atria in Noissy-le-Grand (about 15 minutes west of Euro Disney) *before* it was open. When no other suitable accommodations could be found, the staff decided to make Dave their honorary first—and only—guest. It was like being at home. Everyone called him by his first name, he ate in the kitchen with the staff, they knew everyone who called for him—his wife, members of his office, friends. They were sad to see him go. I think they were seriously considering a new name: Novotel Korobkin.

Among others who made life a little easier for us were Anne, Nathalie and Phillipe from the Photo Department, and Mark Walsh who was on loan to them from Walt Disney World; Sarah Healey, Lisa's secretary; the wonderful staff of Hotel Santa Fe; Kirk Jordan, who gave me first crack at the latest photography (with permission of the Advertising Director, of course); Tim O'Day from WDI, who coordinated photo shoots and interviews for me; Alain Tocque of Euro Disneyland Security, a "really good sport" who escorted Dave and Guido while they climbed the Castle and talked their way into the Presidential Suite of the Disneyland Hotel for our cover shots; and Steve Lewelling, Vice President of Operations, without whom there would be no cover shots at all. To these and many others a heartfelt *Merci!*

—AKO

Guido found a taste of home sweet home.

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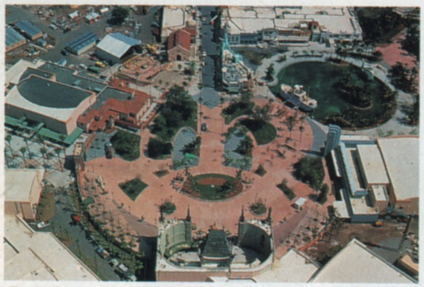
Letters

DISNEY
NEWS

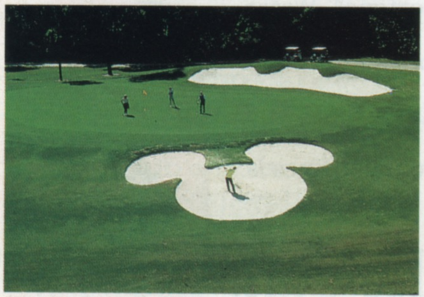
You failed to mention in your recent article on the "Secrets of Walt Disney World" (Winter 1991), a very important place where Mickey Mouse's face was hidden. By turning your guide book map of the Disney-MGM Studios Theme Park upside down, you will notice Mickey's smiling face with ears covering Echo Lake and the Hollywood Brown Derby. His mouth spans the entrance to The Great Movie Ride. It is clearly visible from a plane or helicopter flying over the Park.

Eric Gabold and
Robert Williamson
Seminole, FL



Find Mickey in this aerial of the Disney-MGM Studios Theme Park.

"Hidden Mickeys" keep popping up! For those who don't have a Guide Book handy, above is the Mickey that Eric and Robert are talking about. Below we've also included a picture of a hidden Mickey on the Magnolia Golf Course.



This "Mouse" makes a better trap—on the Magnolia Golf Course at Walt Disney World.

I am a very big fan of Walt Disney and of everything he's ever accomplished. I really love to read anything about him. I have recently finished reading *The Man Behind the Magic* by Katherine and Richard Greene, and I loved it.

I was hoping that you might be able to tell me what other books have been published based on Walt Disney, his accomplishments, the Theme Parks, animation, or some trivia facts!

Donna C. Coombs
Elmer, NJ

There are dozens of books available on Walt Disney. For the benefit of other readers, a few to look for include The Art of Walt Disney, *by Robert D. Feild;* The Story of Walt Disney, *by Diane Disney Miller and Pete Martin;* The Art of Animation *and* Walt Disney: An American Original, *both by Bob Thomas;* The Art of Walt Disney *and* Walt Disney's America, *both by Christopher Finch;* Disneyland: Inside Story, *by Randy Bright; and* The Disney Studio Story, *by Jack Kinney. Check with your local library or bookstore for a host of other titles.*

I loved your article "Did You Hear the One About..." I've always known that every ride at Disneyland had a story behind it. I just have a few questions (about the *Haunted Mansion*): How come they left out the groom? And just who is the, what I've come to call the little woman at the end of the ride that asks you to "Hurry baaaaaack"? Who is the woman who is the face and the voice?

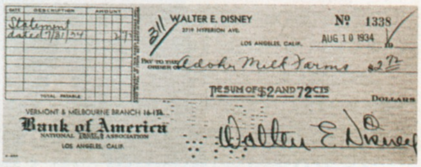
I have a trivia question for other readers: Who are the voices of the Ghost Host and Madame Leota? I'll give you a hint, they have both done voices for Disney films.

Russell Darch
Tenino, WA

We went back to the source to answer your questions. According to David Mumford, co-author of the original article, plans did call for a "Groom," but apparently the technology was not developed enough at the time to produce an effect that would meet Disney standards, so the figure was eliminated. The little lady at the end of the show is known as "Little Leota" because she was modeled after the same woman who posed for Madame Leota. Her name: Leota Thomas, who worked at WDI until her death last year. Leota Thomas also provided the voice for Little Leota, but another voice (the answer to your trivia question, which I will not "leak") was used for Madame Leota.

Update

We received quite a few letters from readers who questioned whether the Disney logo was actually Walt's signature. Disney Archivist Dave Smith explained that when Walt decided to have his artists create a corporate logo based on his signature, they developed an artistic interpretation of that signature, which was, of course a much prettier version than Walt Disney ever signed himself. So, while Walt's signature is certainly the basis for the logo, the trademark itself is really just an artist's concept of the real thing.



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Walter E. Disney

Walt's actual signature as it appeared on a check in 1934.

On page 50 of the Spring '92 issue it is stated that Mickey's Toontown will be the first new land since New Orleans Square. Bear Country (now Critter Country) opened in 1972, since the addition of New Orleans Square.

Don Bitz
Newbury Park, CA

Boy, did we hear about this one! You're right, of course—as were several other readers, including Michael Maney of Snellville, GA, and Donald L. Hansen of Raleigh, NC, as well as our own Archivist Dave Smith. Somehow an entire land seemed to have slipped my mind. Thanks to all who wrote in to correct us. At least we know you're paying attention!

Readers,
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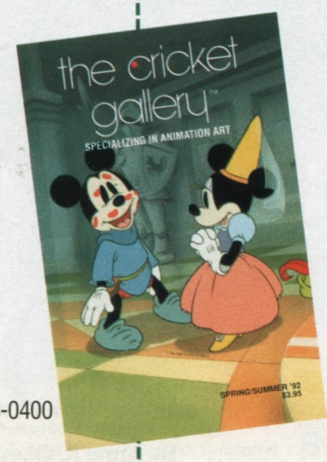

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Bienvenue,

Euro Disney Resort!

By Anne K. Okey

"To all who come to this happy place: Welcome. Disneyland is your land. Here age relives fond memories of the past—and here youth may savor the challenge and promise of the future. Disneyland is dedicated... with the hope that it will be a source of joy and inspiration to all the world."

Walt Disney, July 17, 1955

On April 12, 1992, stirring words of dedication, echoing those spoken by Walt Disney in California over three decades ago, were directed once again to an eager audience. But this time the audience was in France, and the speaker was Michael D. Eisner, Chairman and Chief Executive Officer of The Walt Disney Company. Time and distance blurred as a new Magic Kingdom took its place among the Disney realms, and the first guests crossed the threshold into an enchanted place called Euro Disneyland.

The odyssey of the Euro Disney Resort began a little over seven years ago when, with the success of Tokyo Disneyland firmly established, The Walt Disney Company began to seriously pursue the idea of developing a themed resort in Europe. Five years ago, after an exhaustive site selection process, Disney executives met with French government officials in Paris to sign the contract that would launch the Europe project in Marne-la-Vallee´, twenty miles east of Paris. It was March 24, 1987. Two-and-a-half years later, in September 1989, construction began.

"This is a great day for us all...and long awaited," Eisner said in his opening day remarks, delivered from a lacy balcony above the drawbridge of the exquisite Le Château de la Belle au Bois Dormant (Sleeping Beauty Castle). He noted that "...there were more than 10,000 workers from 1,700 European companies" and "thousands of Disney Cast Members from every corner of the globe... involved in this project."

Eisner further commented, "This is the third continent on which The Walt Disney Company has come to play. All of our Parks are committed to a principle espoused by a free-thinking Frenchman...Chamfort. 'The most wasted day of all,' he wrote, 'is that on which we have not laughed.'"

Roy E. Disney, Executive Vice President of The Walt Disney Company, reminded the assemblage of the fascination his uncle had for France, citing the family's French origins and original name—d'Isigny. He noted, ironically, that it was not far from the Euro Disney site that Walt Disney first crossed the Marne

Euro Disney Resort
INAUGURATION
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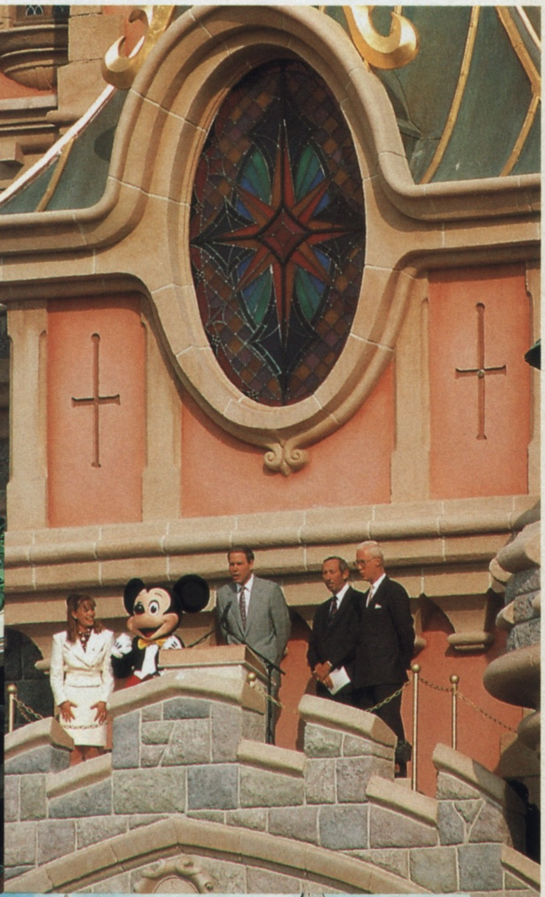
A restaurant named for Walt features some of his favorite dishes.



An ecstatic Mickey Mouse joined Euro Disney Ambassador Sabine Marcon, Michael Eisner, Roy E. Disney and Bob Fitzpatrick on the ramparts of Le Château de la Belle au Bois Dormant for the dedication of Euro Disneyland.

MAIN STREET MOTORS
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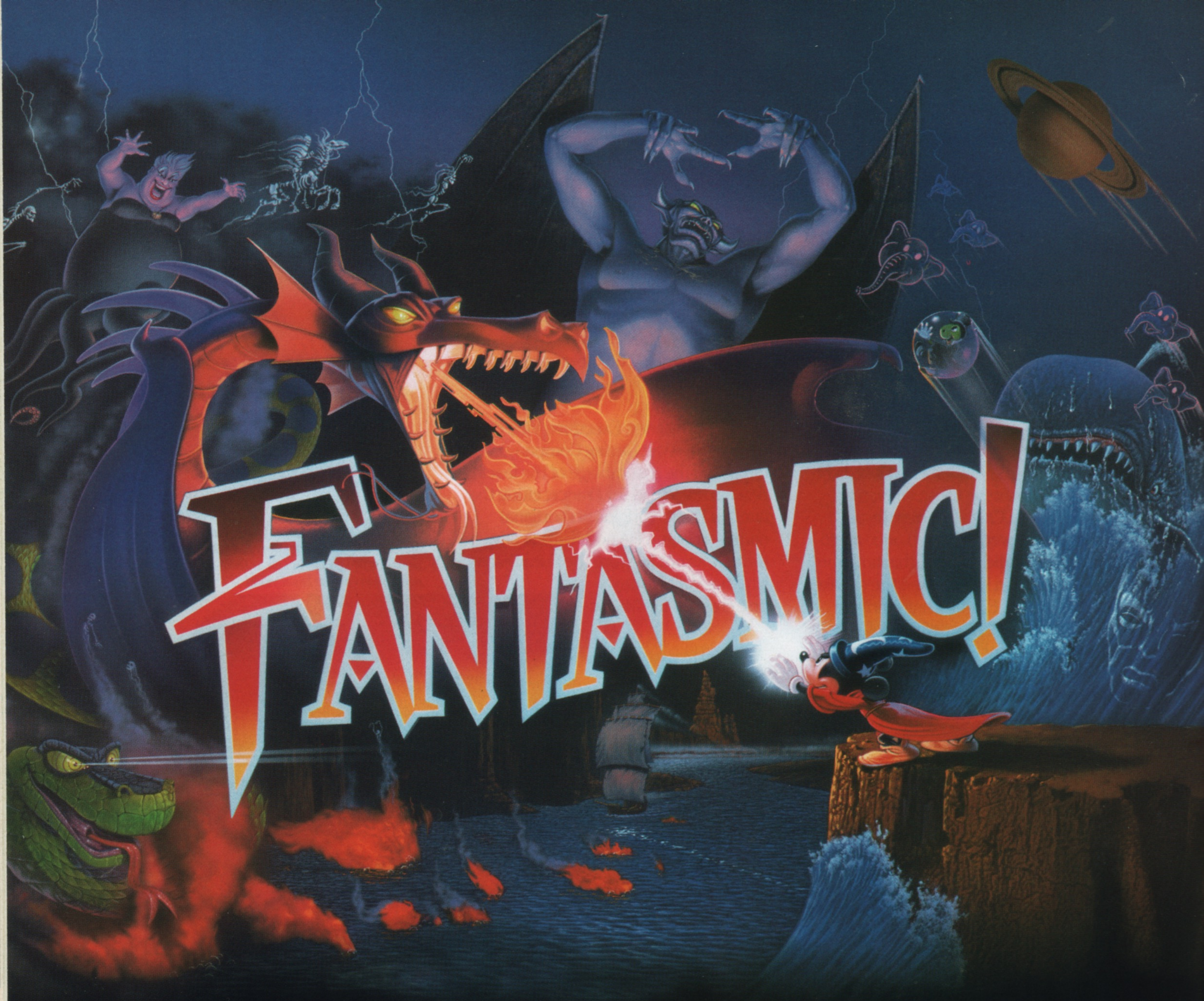
Marty Sklar (in hat) directs Fred Benckenstein's cranking efforts; Mickey Steinberg's looking for petrol; and Tony Baxter was supposed to be polishing the car.



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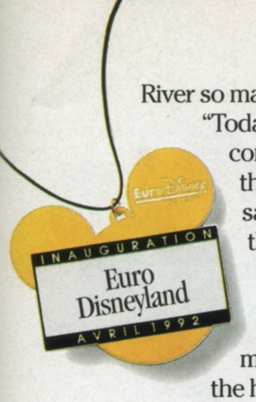


River so many years ago.

"Today we celebrate a homecoming," he said, noting that the d'Isigny family had sailed to England during the Norman invasion.

"Disney has returned to France," he said "And the characters have a magnificent new home in the heart of Europe."

Bob Fitzpatrick, President of Euro Disney, stated, "This is the most wonderful Park we have ever created...it is the work of a team of creative people with one goal—to astonish and entertain... every detail is designed to tell a story."

And this is what sets Euro Disneyland apart—storylines clearly defined by the intense detailing found in each land, each building, each costume.

"This Park tells its stories visually better than any Park we've ever done," said Marty Sklar, President of Walt Disney Imagineering, proudly surveying Main Street, USA, a few days before opening. "We knew that language would be a problem so we made everything with as clear storylines as possible. You don't need language to communicate the stories.

"In Frontierland, (for example), *Phantom Manor* is not just the *Haunted Mansion*. At Disneyland," he recalled, "Walt wanted everything to be beautiful. He told us, 'We'll take care of the outside and let the ghosts take care of the inside.' But here we knew we had to make it clear—it had to *look* like what it was."

Sklar's Imagineering team responsible for designing the Park was headed by Mickey Steinberg, Executive Vice President, WDI, Fred Benckenstein, Senior Vice President, Euro Disneyland Imagineering (EDLI), and Tony Baxter, Senior Vice President of Creative Development, WDI.

Two days before the debut, Steinberg was positively ebullient in his praise of those involved in taking Euro Disneyland from "blue sky" to pristine Park.

"This was a *mega*-project," he said, "a big, big project. I don't know of any project of this size anywhere that fulfilled its goals in all aspects as this one did.

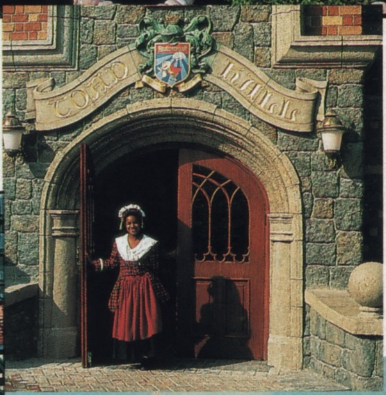
"We had a fantastic team," he added emphatically. "I feel fortunate to be with them, including our people from attractions. We all helped each other all the way."

Steinberg wanted it understood that, "This Park was built primarily by Europeans. At one time we had 8,000 people working here, of those, maybe 150 were Americans. The team represented *nine* countries."

The Park's layout is similar to its predecessors—Main Street and five themed lands radiating from a central "hub" in front of the centerpiece Castle. One major change is that here, Frontierland and Adventureland have switched places. This enabled Imagineers to devise a smooth transition from Adventureland into Fantasyland: the positioning of Captain Hook's pirate ship in the Lagoon near *Pirates of the Caribbean* suggests a natural "bridge" into (or out of) *Peter Pan's Flight*, just a stone's throw away in Fantasyland.

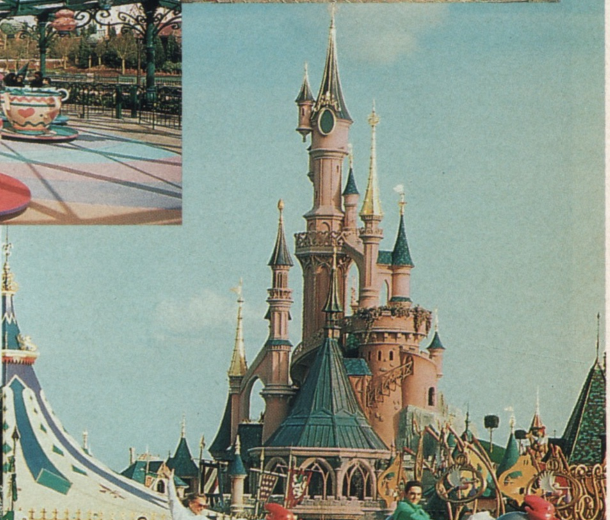
At Euro Disneyland the detailing has been taken one step farther than ever before. And the effect is startling.

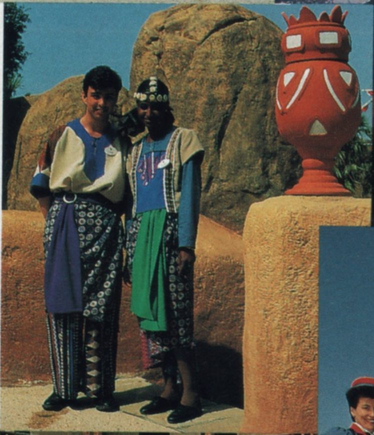
On Main Street, among the vintage Omnibus, fire truck, and horse-drawn trolley, there are also a paddy wagon and



The Cheshire Cat's grin in the midst of the Labyrinth; impeccable theming at Toad Hall Restaurant; Tea Cups twirl under an airy canopy.

Jim Cora (left) takes one last look around before the debut.





BLUE LAGOON
Restaurant

(Top) Somber care(under?)takers keep a vigil at eerie Phantom Manor. *(Left) Two looks for Adventureland: the exotic bazaars of North Africa and the pirate hideaways of the Barbary Coast. (Center) Designer Marilyn Sotto with a few of her favorites. (Bottom left) The Renault blimp headed for Big Thunder Mountain.*

Euro Disney
INAUGURATION
Euro Disneyland
AVRIL 1992

limousine. At Main Street Motors, you can actually *purchase* antique cars and memorabilia.

A Main Street tradition initiated by Walt himself is poignantly continued here.

"Walt put his father's name, Elias Disney, on one of the windows on Main Street at Disneyland," said Marty Sklar. "We've continued that tradition. Right there," he said, pointing to a second story window across the street. It reads: Two Brothers/ Walter E. Disney & Roy O. Disney/ Dreamers and Doers/"If we can dream it, we can do it."

To make the Park comfortable for guests during inclement weather, Imagineers created elegant, themed arcades down both sides of Main Street.

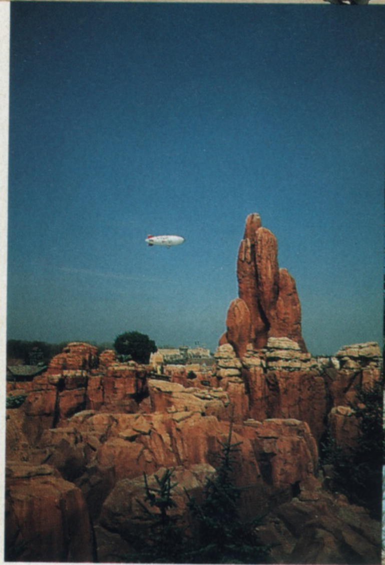
"Our first designs included the Tokyo Disneyland cover," said Tony Baxter, who was largely responsible for the overall design of Euro Disneyland. "But that solution presents drawbacks—you can't have the vehicles, and the parades can't come down Main Street.

"Also," he continued, "the French love to be outside. Anytime it's not raining, they rush to be outdoors. So we decided to put the budget allotted to the cover into something more intriguing that would also allow us to maintain that sense of outdoors that the French love."

Guests strolling down the Liberty Arcade on the west side of the street view plans, drawings and photographs that trace the history of the Statue of Liberty from the first sketches by its designer, Bartholdi, to the Franco-American restoration.

On the east side, Discovery Arcade is a tribute to the imaginative spirit of people everywhere. Found in display cabinets lining the walls are scaled-down models, sketches and mock-ups of flying machines, cars and trains, along with plans of past and present American cities.

In Frontierland, *Big Thunder Mountain* is in the middle of the Rivers of the Far West. Your runaway train



PIRATES of the CARIBBEAN

ADVENTURELAND

(Right) Cowboys gather at the smithy before headin' out on the range. (Far right) Like a scene from Tales of the Arabian Nights.

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Euro Disney
INAUGURATION
Euro Disneyland
AVRIL 1992

plunges under the river, then streaks out through the mountain on the *fastest Big Thunder* ride yet. As you speed around and through the mountain, you glimpse the spector of *Phantom Manor* looming over the river bank on the outskirts of town.

This reincarnation of the *Haunted Mansion* is much more macabre than its past lives. The jilted bride confronts you at every turn, decaying with each appearance. Skeletons abound. And the sinister Phantom flits in and out of your range of vision. Outside the mansion, Boot Hill reminds you how fleeting life was in the harsh reality of the Old West.

The theming in this land literally starts from the ground up. The pavement is permanently etched with signs of long-ago traffic: hoofprints and wagon wheel tracks criss-cross in a jumble of yesteryear's journeys.

Adventureland welcomes you through the sandstone towers of a desert fortress. Around you, citadels soar into onion-shaped domes, each topped with a brass weather vane in the shape of a character from the *Tales of the Arabian Nights*. As you wander the narrow alleys of the Bazar, you may even stumble on the hidden lamp of Aladdin—complete with genie.

From the home of sheiks and harems, Adventureland evolves into the tropical island home of *La Cabane des Robinson*, perched high atop a 27-meter-tall tree. Clearly visible from the Treehouse are the ramparts of a pirate-beleaguered city fortress, and beyond, the tattered sail from the raiders' ship.

In Fantasyland, you know the Disney classics have come home. Each attraction, restaurant and shop looks as if it has just popped off the silver screen—and you get to step inside! Each story clearly claims the land of its birth: Peter Pan and Mr. Toad's England, Snow White's Black Forest in Germany, the Italian-Swiss Alps of Pinocchio, Cinderella and Sleeping Beauty's France.

Dumbo soars above a sparkling moat encircled by fountains. Tea cups whirl at the Mad Hatter's party. And a boatful of children of all nations invite you to join them in discovering just how small the world is.

Alice's Curious Labyrinth, unique to Euro Disneyland, adds a Cheshire Cat-charm to this land of fairy-tales-come-true.

Discoveryland is a masterpiece of futurism and fantasy. The nose of the Hyperion airship jutting out from under the eaves of Videopolis sets the stage for a Jules Verne's-eye view of the future.

Music, magic, video images and 3-D cinema punctuate this tribute to mankind's investigation of the world we live in. Relive space travel on the whirling *Orbitron* or by booking passage on *Star Tours*. Explore the universe with "Captain EO." Or follow Nine-Eyes on an adventure through time at *CircleVision Theater.*

Bringing everything to life at Euro Disneyland are the costumes worn by the Cast Members. Never before have theme park costumes been so elaborate and so lavish. Even Marilyn Sotto, the designer responsible for all this splendor, seemed stunned at the results.

Walking the Park a few days before opening, she said, "It's so wonderful to finally see them come to life. You know, you have this idea, and you think, 'That should work.' So you try it. And then to

Michael Jackson's Captain EO is saving the world for happiness to a brand new audience in Europe. The Discoveryland costume was greatly influenced by the area's Show Producer, Tim Delaney.

Star Tours *is now blasting off from its European station. The Hyperion airship and the orbiting* Orbitron *set the mood for futuristic fantasy. Time Traveler gets ready to send Nine-Eyes on a new adventure through time in a* CircleVision *presentation created especially for Euro Disneyland.*

RICK MORANIS
IN
HONEY, I BLEW UP THE KID

WALT DISNEY PICTURES presents RICK MORANIS "HONEY, I BLEW UP THE KID" An EDWARD S. FELDMAN Production A RANDAL KLEISER Film MARCIA STRASSMAN LLOYD BRIDGES ROBERT OLIVERI JOHN SHEA Music by BRUCE BROUGHTON Film Editor MICHAEL A. STEVENSON, A.C.E. Production Designed by LESLIE DILLEY Director of Photography JOHN HORA, A.S.C. Co-Producer DENNIS E. JONES Executive Producers ALBERT BAND and STUART GORDON Based on Characters Created by STUART GORDON & BRIAN YUZNA & ED NAHA Story by GARRY GOODROW Screenplay by THOM EBERHARDT and PETER ELBLING & GARRY GOODROW Produced by DAWN STEEL and EDWARD S. FELDMAN

PG PARENTAL GUIDANCE SUGGESTED
SOME MATERIAL MAY NOT BE SUITABLE FOR CHILDREN ®

Directed by RANDAL KLEISER Presented in association with TOUCHWOOD PACIFIC PARTNERS I

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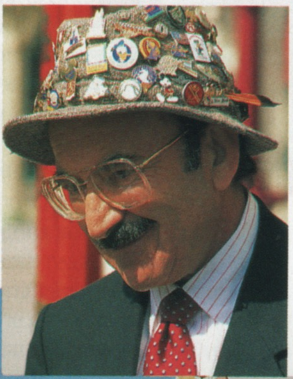
Euro Disney
INAUGURATION
Euro Disneyland
AVRIL 1992



A pensive Marty Sklar; a fire-breathing parade float; after the parade; inside the Castle: stained glass and an irritated dragon.

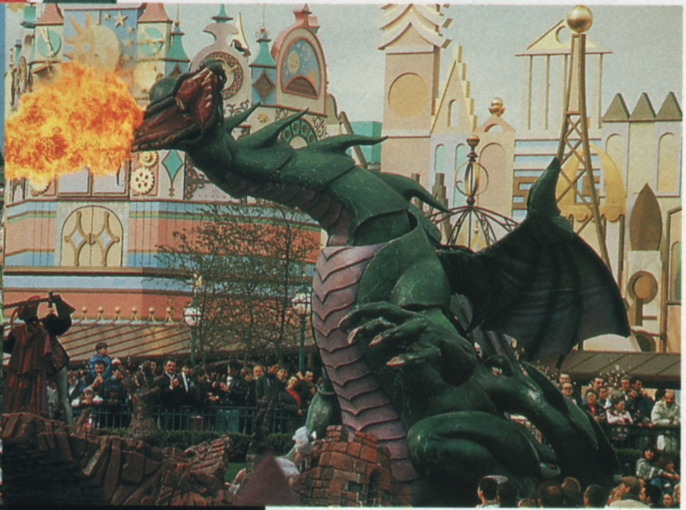
actually see it...and it *does* work."

Later, as she surreptitiously studied a hat on a Ticket Hostess, she chuckled, "I know, I'm awful. I keep staring, and they don't know who I am. But, I wanted to do this thing with these little pillbox hats. I wanted to curve the bill up on the side. Well, why not? And look—that really works, don't you think?" Absolutely.

No one involved in the creation of Euro Disneyland could help but marvel at the finished piece.

"This is by far the most beautiful Park we've ever built," said Jim Cora, Executive Vice President, Euro Disney, as he prowled the Park three days before opening, treating the newborn to his eagle-eye inspection.

"It's the most compact Resort we've ever done—with the Park, the hotels, Festival Disney all virtually within walking distance of each other.



"Here we've reached a new level of technology," he continued, "the attractions—the way we built them, the ride systems, the way we operate them; costumes—the way we issue them, the laundry and inventory systems; the POS system everywhere (point of sale—computer-linked registers to facilitate merchandise sales/inventory/ordering information)."

Cora paused, his gaze settling on the gleaming turrets of the Castle, then added, "This project, especially the last few months, has been exhausting for everyone involved. But when you look around, you know it was worth the effort."

The 14,000 Cast Members staffing the Park and Resorts—selected over the past nine months from more than 100,000 applicants—share this pride-of-ownership feeling.

"It's super," reported Tony in a decidedly English accent, struggling to maintain the somber demeanor appropriate to his position at *Phantom Manor*. "The best job I've ever had. I knew it was going to be fun, but this is even better than I expected."

Like many other Cast Members, in addition to his nametag Tony wore a gold badge bearing an English flag. "That means I speak English as well as French," he explained. "Everyone speaks French, that's a given. You wear flags that show which additional languages you know. But you have to pass a test first."

According to David Kanally, Director of Human Resources for Euro Disney, there are more than 17 different languages spoken by Cast Members. The language flags represent the other five (excluding France) major European countries: England, Italy, Spain, Germany, and the Netherlands (Dutch).

This plethora of cultures contained within the microcosm of Euro Disney prompted an observation by Marty Sklar:

"All the languages we have here, the different cultures, it's a little United Nations that really works," he said. "I think it will have an effect on Europe in the future—people getting to know each other, to understand different cultures on a person-to-person basis."

Then he added, "Mickey Mouse speaks in all languages—optimistic and full of fun. That will communicate here as it has in the U.S. and in Japan."

And so, *"A tous ceux qui viennent se joindre a nous dans ce lieu d'enchantement: Bienvenue!"*

To all who come to this happy place: Welcome!

La
TANIERE
du
DRAGON

Photography by:
Guido Frazzini
Gary Krueger
Wayne Williams
Joe Scavo
Scott Brinegar

INAUGURATION
For Your Information
AVRIL 1992
Euro Disney RESORT

How to Get There and Other Useful Information

Euro Disney Resort is located just 20 miles east of Paris in Marne-la-Valleé, convenient to both Roissy-Charles de Gaulle and Orly Airports, and directly off the A4 motorway. Signs along the motorway indicate the appropriate offramp (ramp 13 when coming east from Paris), and a direct shuttle service has been set up from both airports to Euro Disney Resort.

Euro Disney Resort is also easily accessible by RER, the suburban train system. The last stop on the A Line going toward Marne-la-Valleé/Chessy is situated between the Main Entrance to the Euro Disneyland Theme Park and Festival Disney.

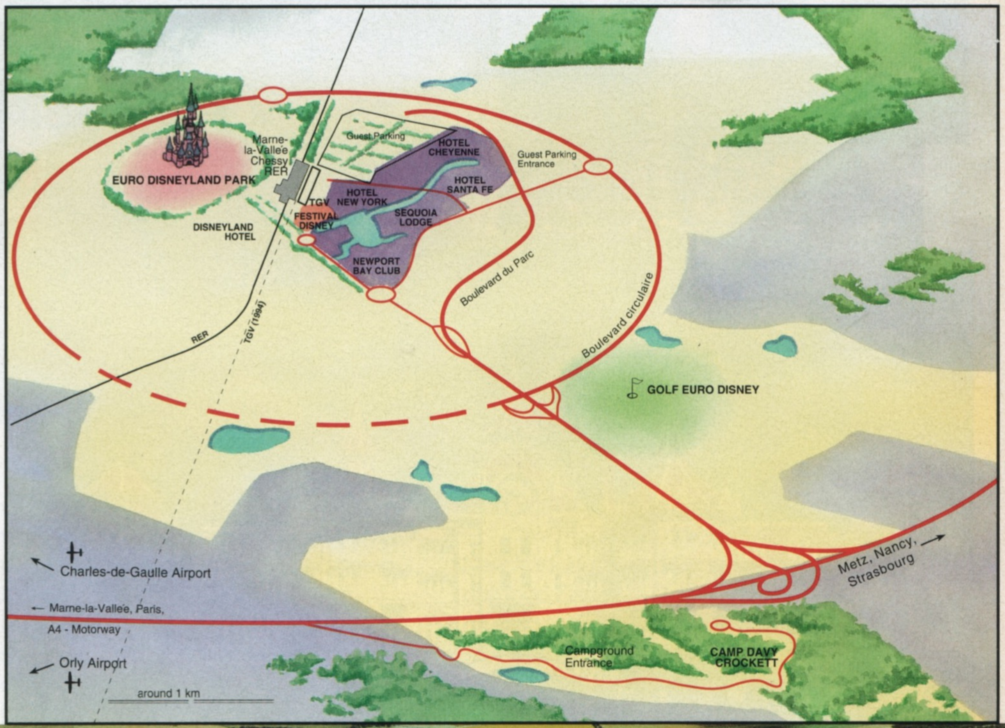
Once you have arrived at the Resort, transportation is no problem. Except for the Davy Crockett Campground and the golf course, all the resort hotels, Festival Disney and Euro Disneyland are within walking distance. For those who would rather ride, bright yellow shuttles will carry you anywhere on the property you care to go. Departure intervals are approximately every 10 minutes from each location.

Passports are available in adult (age 12 and over) and child (ages 3 through 11) prices, for one-day, two-day, or three-day admissions. Children under the age of 3 are free. Prices in French Francs and *approximate* dollar equivalents for regular guests are:

One-Day Passport
Adult—225FF/$42 Child—150FF/$28
Two-Day Passport
Adult—425FF/$79 Child—285FF/$53
Three-Day Passport
Adult—565FF/$105 Child—375FF/$69

For Magic Kingdom Club Members, prices are:
One-Day Passport
Adult—202FF/$37 Child—135FF/$25
Two-Day Passport
Adult—382FF/$71 Child—256FF/$48
Three-Day Passport
Adult—508FF/$94 Child—337FF/$62

For more information or to make travel arrangements and reservations, call (407) W-DISNEY and ask for the Euro Disney desk. Magic Kingdom Club Members, please call the Travel Center at (407) 824-2600.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HOTEL CHEYENNE
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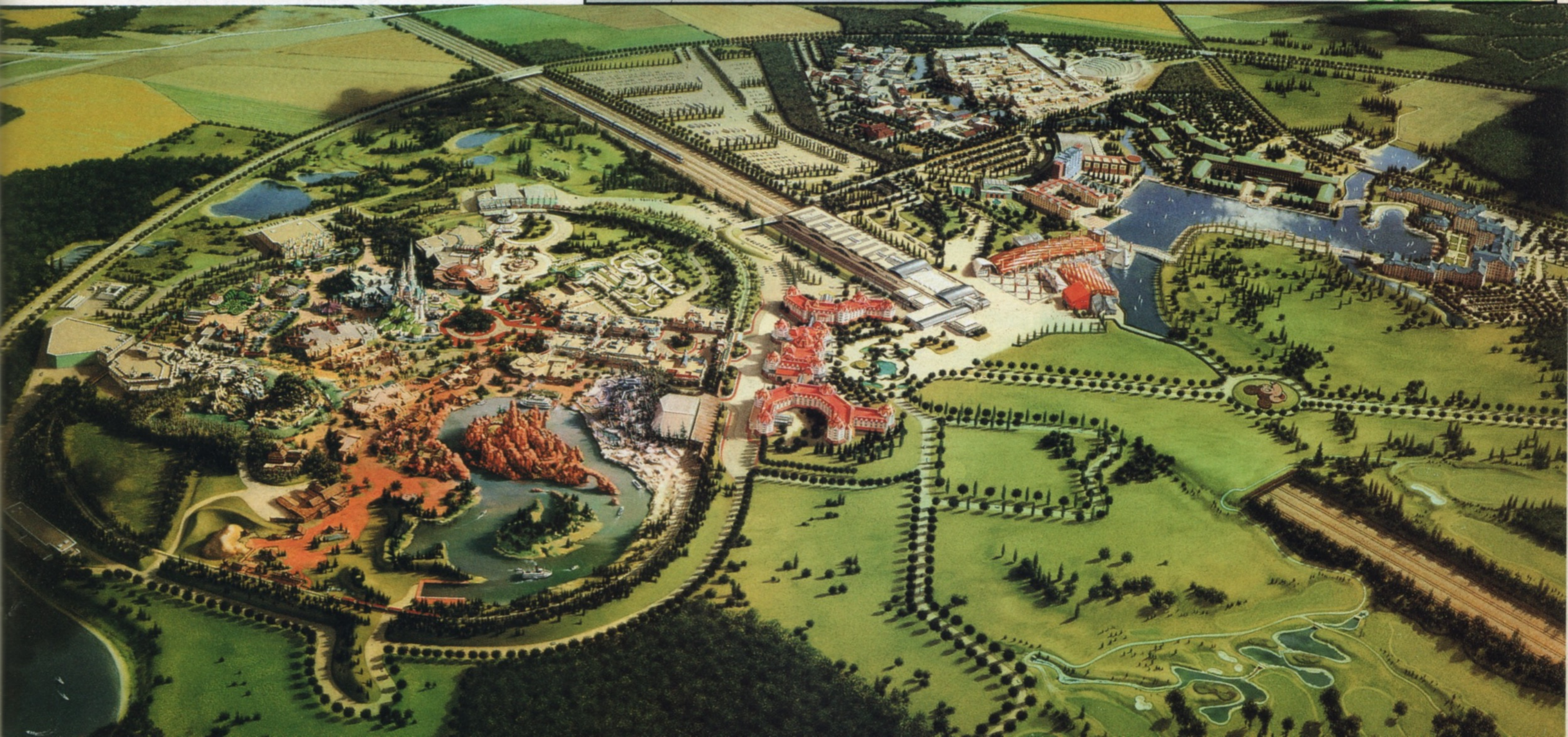


INAUGURATION

The Euro Disney Resorts

AVRIL 1992

Perhaps the biggest challenge facing the Euro Disney team was coordinating the construction and opening of six highly themed resorts and a campground—all to be completed by April 12, 1992.

In an interview for the winter 1990 issue of *DISNEY NEWS*, Daniel Coccoli, Vice President of Resort Operations for Euro Disney said, "Only Disney can pull this off!" And, except for a few minor setbacks, everything did, indeed, open on time.

In addition to being the most magnificent of the resorts, The Disneyland Hotel with its welcoming Fantasia Gardens also serves as the main entrance to Euro Disneyland Theme Park.

At the dedication of the resorts, Michael Eisner paid tribute to the architects whose creations will become "a part of our culture."

"Seven years ago," he told the audience, "we set out to create for Europe a complete vacation resort unlike anything anywhere else in the world.

"Our plan included everything our Disney Imagineers had learned in Anaheim, Orlando and Tokyo, plus the creative genius of architects, planners and artisans from every corner of the globe."

Eisner revealed that the architects of the Euro Disney resorts were selected from a worldwide competition.

"They then subjected themselves," he noted wryly, "to the rigors of working with a company that has—to put it mildly—very *strong* ideas on what it hopes to achieve in its architectural design."

However, first honors went not to an outside architect but to the designer who dreamed up the "jewel in the crown" of the Euro Disney resorts: The Disneyland Hotel. It seems appropriate that this sparkling gem, which also serves as the entrance to Euro Disneyland, was designed under the direction of Tony Baxter, Vice President of Creative Development for Walt Disney Imagineering.

"We had an idea that we wanted to change the concept of 'going to Disneyland,'" Baxter explained. "We wanted to make it a warm, inviting atmosphere, rather than just a gate with turnstiles.

"The French take more pleasure in going places than we do in the States," he said. "We visited Versailles, the Tulierres Gardens, and other places. It was always the same—their whole presentation says something to you; it's romantic, impressive, welcoming.

"So we decided to come up with something for our main entrance that would make our guests feel at home, something unique and unusual that would convey a sense of welcome and hospitality."

Strangely enough, an actual hotel wasn't in the first concept.

"We proposed a replica of an inn through which the guests would pass to enter the Park," Baxter said. "Then Michael Eisner said, 'What if we make it real?'"

After the shock of this revolutionary idea had worn off and the logistical challenges had been addressed, the elegant hotel began to take shape.

The finished product is a Victorian palace with gabled roofs and old-rose walls. A giant, colorful Mickey Mouse clock faces the entrance, looking out over the magnificent Fantasia Gardens and its bubbling fountains.

The decor of its 500 beautifully appointed rooms, including 21 suites, subtly incorporates the Disney characters in everything from the frieze encircling the walls to the furniture. Le Château de la Belle au Dormant decorates the headboard of the double beds and Tinkerbell looks down from the wardrobe.

Fifty rooms are on special concierge floors, and some rooms are large enough to accommodate a family of four. But it's the view from the coveted rooms overlooking the Park that puts this Disneyland Hotel in a league by itself. (To give you an idea, our cover photo was shot from the Presidential Suite on the top floor of the main building.)

In addition to an indoor pool and health club, guests can enjoy fine dining in the California Grill, or casual dining at Cafe Fantasia.

The New York Hotel and Convention Center presents the Big Apple in all its 1930s' glory: Gramercy Park, Manhattan, and Rockefeller Center. The ice skating rink becomes a fountain in summertime.

Architect Gerry Allison brought Baxter's concept to reality. Allison is the same architect responsible for bringing to life the gracious Grand Floridian Resort at Walt Disney World.

Michael Graves, who designed the Walt Disney World Dolphin Resort, the new administration building at Walt Disney World, and the Team Disney building in Burbank, is responsible for the imposing New York Hotel.

According to Eisner, Graves "...in addition to being a great architect, is a super salesman who convinced us he was the only one capable of doing justice to the interior as well as the exterior of his project."

This is an ambitious, luxury class hotel and convention center which defines not one but three architectural areas of the Big Apple during the infamous 1930s.

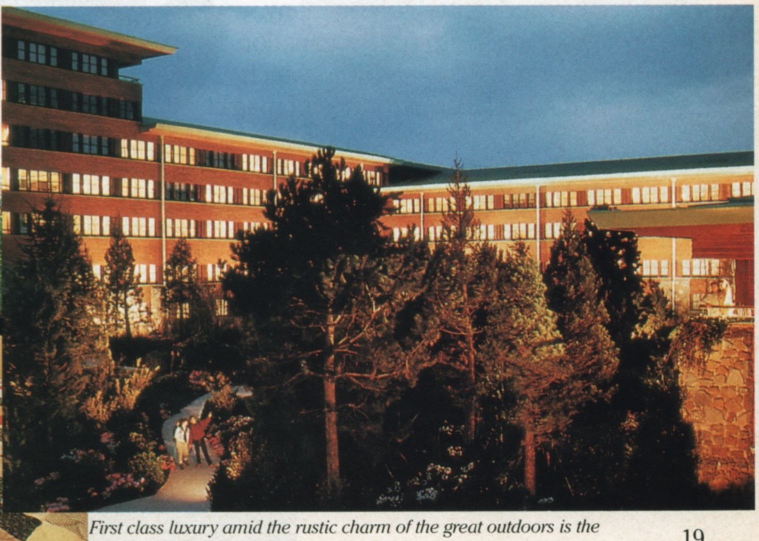
Rockefeller Center is represented by the sleek eight-story tower of the main building called, appropriately, Midtown. Its entrance recalls Wall Street while the lobby seems to overlook Central Park. In front, a wintertime ice skating pond becomes summer's ornamental pool. The hotel's 577 rooms are housed in this and two other towers styled to suggest the neo-classical residences of Gramercy Park and the brownstones of Park Avenue.

The Convention Center resides under the domed roof of what appears to be the New York Coliseum.

Among the amenities at the New York are an indoor/outdoor heated pool, health club, lighted tennis courts, and the Club Manhattan restaurant, reminiscent of the famous Cotton Club, with dancing to big band music.

"We thank you, Michael, for the New York Hotel and Convention Center," quipped Eisner, "a Graves creation from rooftop to teapot."

The American wilderness, particularly as seen in our National Parks, is the theme of the sturdy Sequoia Lodge, designed by Antoine Grumbach of Paris. A first class hotel with 1,000 rooms, and spacious public areas constructed of wooden beams and natural stone, the



First class luxury amid the rustic charm of the great outdoors is the promise of the Sequoia Lodge.

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DISNEY
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Sequoia Lodge is divided into one central building surrounded by five smaller lodges. Each lodge is named for a National Park: Yellowstone, Yosemite, Monterey, Sierra and Big Sur.

Guest rooms are large enough to easily accommodate a family of four. Traditional quilt comforters cover solid redwood bedsteads, and photographs of landscapes, lakes and animals decorate the walls.

The resort offers its guests a swimming pool covered by a large wooden roof and surrounded by a spacious beach, a health club, Kit Carson's Game Room, and a children's playground.

Located on the banks of the lake, with inlet rivers trailing through the outlying buildings, the Lodge lives up to its theme in the Hunter's Grill where sumptuous feasts of carved meats are roasted over an open grill.

If the Newport Bay Club evokes memories of the Yacht Club and Beach Club Resorts at Walt Disney World, it's no wonder—they were all designed by the same architect.

"We thank the prolific Robert A.M. Stern," said Eisner. "Bob...is responsible for the design of two of the new resorts—the Newport Bay Club and Hotel Cheyenne. Bob has made many architectural contributions to Disney."

The new Casting Center in Florida is another of Stern's creations, and he is currently at work on designs for Disney's new Animation Studios in California.

The 1,100 rooms of the Newport Bay Club are designed with a nautical flair, as is the entire hotel. The theme is based on the exclusive seaside resorts found along the New England coast.

Sailing over the bounding main! That's the ticket at the nattily nautical Newport Bay Club.

Here a ship's wheel doubles as the headboard, brass fittings gleam from foam-white walls, and tiny sailboats chart their course across billowing drapes.

Out in front, rocking chairs grace the sweeping 70-meter porch. Pale yellow facades topped by slate roofs and dormer windows keep watch over the bay.

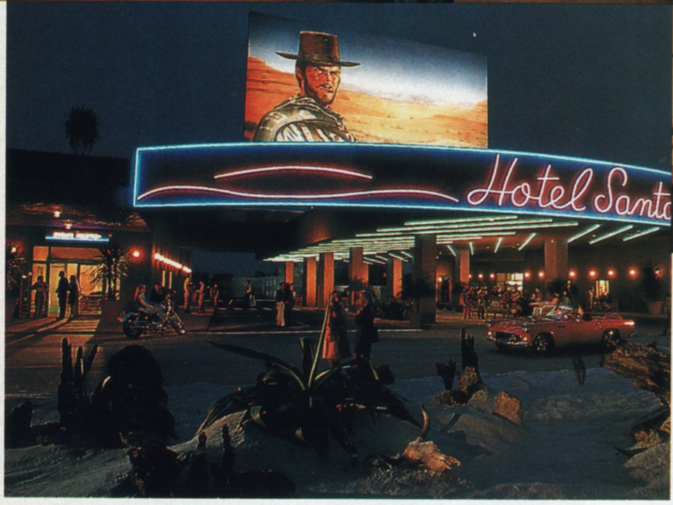
There's a glassed-in pool pavilion as well as an outdoor pool; a health club and the Sea Horse Club Game room. Restaurants with names such as Yacht Club, Cape Cod and Fisherman's Wharf feature seafood, oyster specialties, and Mediterranean cuisine.

"Howdy, partner! Welcome to the Cheyenne!" This is your introduction to the ultra-themed Cheyenne Hotel. It's as if you've stepped back in time. Marshall Dillon should be coming through the saloon door any minute now to visit Miss Kitty and wet his whistle with a "sassparilly." But this fanciful Western town really is your hotel! Dusty streets, boardwalks, and all.

Barbecue ribs and chicken, corn on the cob and baked beans are the order of the day at the Chuckwagon Cafe, and you'll want to quench your thirst at the Red Garter Saloon. After that you'll be ready to visit the Indian camp perched along the banks of the river, or maybe you'd rather explore High Noon Square where covered wagons have circled 'round the "hangin' tree."

The 1,000 guest rooms, housed in buildings with catchy names like Wild Bill Hickock's Bunkhouse or Annie Oakley's Place, are arranged around themed

The Cheyenne Hotel plays its part so well you might just forget you're in France!



Buenas dias, amigos! The Hotel Santa Fe is waiting for you to discover the "treasures" hidden in its painted desert. Also waiting for you: a festive New Mexico marketplace, Navaho patterns, and...Clint.

INAUGURATION
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Euro Disney

courtyards to maintain the "small town" feeling. Rooms are decorated in "early cowboy" and even come with bunkbeds for all you little buckaroos. Happy trails!

Just across the river from the Cheyenne is another piece of Americana—a very *different* piece.

"We'd like to thank...Antoine Predock, who is responsible for the very imaginative Hotel Santa Fe," Eisner said in what had to be the understatement of the day.

The mission of the Santa Fe was to convey to Europe the American Southwest—pueblo villages in the painted desert come to mind. But Predock had another image—an image that's much more *interesting.*

His is a desert village of the art colony, the disenchanted literati. Your first sight of this unique hotel is an indication that you're in for something unusual: Glaring out from the hotel marquee, visible from far and wide, is the menacing visage of Clint Eastwood's serape-clad wanderer. One look will make your day!

Strewn around the village, among the desert flowers, cacti, and rock gardens, are abandoned trucks and Chevies. And one more indispensible remnant from the '50s:

"Among the many icons employed by Antoine in evoking his vision...is a crashed UFO," Eisner reported, puzzling, "I'm not sure what that has to do with the Southwest, but apparently it means something to Antoine." Close encounters at the Santa Fe?

The hotel's 1,000 rooms and its lobby are decorated in traditional colors and patterns handed down from the Navaho and Pueblo Indian tribes. A New Mexico marketplace is the setting for La Cantina, the main dining room, where a pick-up truck doubles as the salad bar, and the specialty of the house is spicy, Mexican cuisine—even guacamole. And, of course, you'll never leave without a resounding "Adios!" from the *muy simpatico* Cast Members.

Guests who prefer the great outdoors will enjoy the amenities of the Davy Crockett Campground. Wholly self-contained with its own town and general store, and linked to the other areas of the Resort by shuttle, the Campground provides a variety of accommodations. There are campsites for tents or campers, trailer hook-ups, permanent trailers, and cabins.

After a day at Euro Disneyland, campers enjoy the tennis courts, indoor pool with waterslide, playgrounds, rental bikes, petting farm with pony rides, nature, biking and jogging trails, sports fields, private barbecue area and the nightly campfire show.

In addition, the campsite provides comfort stations with showers, restrooms, a laundromat, changing tables and vending machines. In other words, everything you need to survive in the wilderness. And, if you feel like dining out, there's always Crockett's Tavern.

Every resort offers accommodations for the handicapped and non-smoking rooms are available on request.

Architectural critic Paul Goldberger wrote in the *New York Times*: "It is in Disney that the worlds of architecture and entertainment, which have been moving closer to each other for years, have achieved their most powerful intersection yet—becoming so intimately intertwined that it is sometimes impossible to tell any longer which is which...It is a convergence that already means a lot for Disney, and it may turn out in the end to mean even more for architecture."

Each resort within Euro Disney Resort is an attraction in itself—filled with imagination, fun and fantasy. Take a day to "shuttle" and sample them all. You'll find that these resorts, like the Theme Park, fulfill the dictum of another French writer quoted by Michael Eisner: "To know is nothing at all," wrote Anatole France, "to imagine is everything."

Photography by:
Wayne Williams
Gary Krueger
David Roark

Trailers, cabins, tents and campers make good neighbors at the Davy Crockett Campground.

Disney's Jolly Holidays

Fabulous Ways To Spend Your Holidays

'Tis *the season* when holiday cheer abounds at the Walt Disney World Resort. From **November 29 to December 18, 1992,** you can celebrate along with us, with one of our three Jolly Holidays resort hotel packages.

There's a variety of festive holiday receptions at select Disney resort hotels — celebrations ranging from an old-fashioned New England Yule celebration to Christmas Cajun-style.

In addition, you'll sit down to the traditional **Jolly Holidays Dinner Show,** an all-you-can-eat holiday feast with all the trimmings. There'll be a cast of over one hundred singers and dancers, including your favorite Disney characters, performing in the largest, most fun and festive musical extravaganza ever!

Two-, three- and four-night packages start at $139 per night and include:

- festive accommodations
- admission to the Jolly Holidays Dinner Show
- holiday receptions at each resort, featuring live entertainment and refreshments
- free transportation throughout the Walt Disney World Resort

The four-night packages also include unlimited admission to the **Magic Kingdom, Epcot Center, the Disney-MGM Studios Theme Park** and **Pleasure Island.**

This year, come and enjoy a family tradition Jolly Holidays at Walt Disney World. Your holiday won't be complete without it. For information and reservations, call the Magic Kingdom Club Travel Center at

407/824-2600, Ext. 72

All prices are per person, including tax, based on double occupancy; not valid with any other special program; advance reservations required; based on availability.

After 7 p.m., you must be 18 or older for admission to Pleasure Island unless accompanied by a parent; valid passport, foreign driver's license with support I.D., active military I.D. or U.S. driver's license with photo required.

Walt Disney World®

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EuroDisney
RESORT
INAUGURATION
Festival Disney
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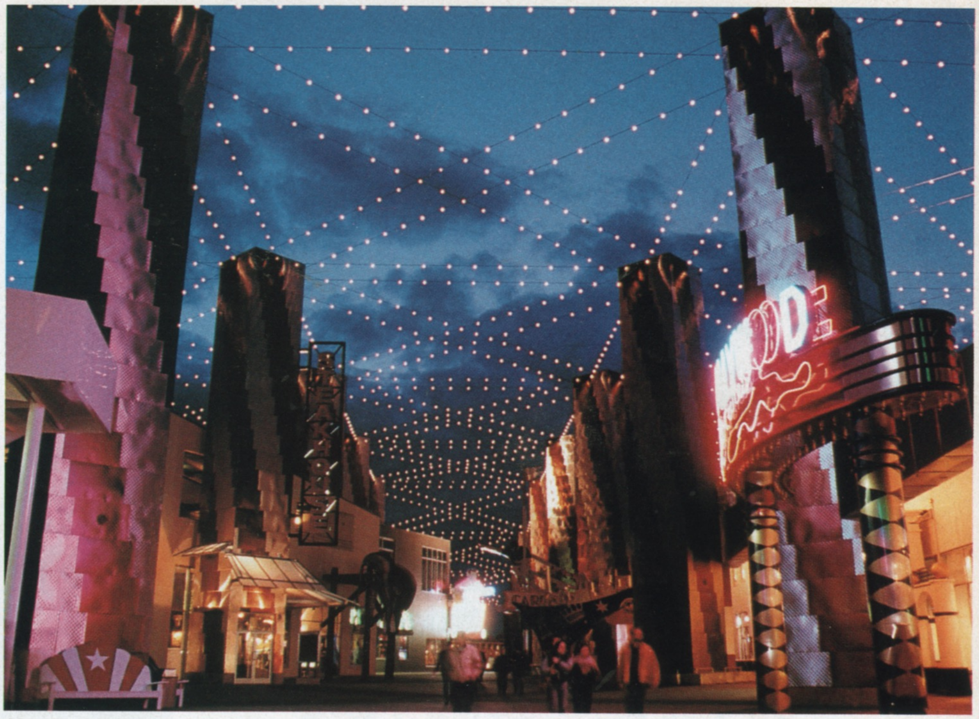


More than a million twinkling lights beckon guests to Festival Disney where shops, restaurants, clubs, and dancing are part of the fun.

Annette's Diner features roller-skating servers; a special event calls for an incredible fireworks display; it's Carnegie's for pastrami on rye, lox and bagels and other deli delights.

A year before the opening of Euro Disney Resort, Goulam Amarsy, Development Manager for Festival Disney (then titled the Broadway Entertainment Center), predicted:

"As people leave the Park at night, they will see a twinkling in the distance. It will be the Entertainment Center. It will draw them like bees."

Festival Disney most certainly twinkles—day and night—and it is definitely drawing guests in search of shopping, dining, and nighttime entertainment.

The imposing structure housing this festival of fun covers 18 square meters filled with shops, restaurants, clubs, pubs, and the main feature—Buffalo Bill's Wild West Dinner Show.

"Frank Gehry, a very talented Los Angeles architect, designed all the elements of the Entertainment Center," Amarsy told *DISNEY NEWS* last year. Although the architect was unable to attend the opening ceremonies, Michael Eisner added his tribute, noting, "We were thrilled to have him design this innovative entertainment complex."

Forty stainless steel columns, reflecting a kaleidoscope of color, support criss-crossing cables covered with more than a million tiny, glittering lights. Underneath this shimmering canopy the theme is all-American.

It's "Happy Days" at Annette's Diner where rollerskating cheerleaders bring you hamburgers, chili, fries, and a cherry coke. Or wait! Make that a thick, frosty chocolate malt. And, of course, the jukebox is always jumping with the sounds of the Top Forty—vintage '50s and '60s.

Craving lox and bagels from your favorite New York deli? How about a little cheesecake? Put Carnegie's, home of the hot pastrami sandwich and corned beef on rye, at the top of your list.

For fine dining experiences Festival Disney offers Los Angeles Bar & Grill for cocktails on the terrace, wood-fired gourmet pizza, shrimp, scallops, and pasta. Key West Seafood serves its gastronomic delights on tablecloths that replicate the local newspaper, the *Key West Citizen.* The Steakhouse, a red-brick warehouse resembling a converted Chicago meat-packing facility, is a meat-lovers heaven laden with prime rib and steaks.

Movers and shakers will probably want to check out Hurricanes, Festival

Disney's disco nightclub. Two-steppers and swingers can mosey on down to Billy Bob's Western Saloon. And barstool athletes can make a line drive into the Sports Bar.

If you prefer to shop till you drop, there's lots of variety. The Disney Store, the biggest shop in the Center, specializes in everything you ever wanted with a Disney character on it. For sportswear, try Team Mickey—unless your sport is surfing, then you'll want the Surf Shop. At Hollywood Pictures you can dress like a star, or collect star-struck memorabilia. Streets of America Shop offers souvenirs and upscale merchandise from three famous cities—New York, New Orleans and San Francisco—while the Buffalo Trading Company specializes in accoutrements of America's wilder side.

Speaking of which...Buffalo Bill's Wild West Dinner Show serves up the wildest range war to hit Paris since the 1880s—all in fun, of course. In between the grilled chicken, sausages, spareribs, corn on the cob and apple crumble, diners, divided into four feuding ranches, pitch in to bring their team to victory. Buffalo Bill, Annie Oakley and Sitting Bull preside over demonstrations of equestrian skills, sharpshooting, lassoing, cowboy crooning, and Indian songs and dances.

Famed stunt coordinator and animal trainer Mario Luraschi choreographed the show which, in addition to its cowboys and Indians, includes 50 horses, 11 buffalo, 12 longhorns and one Brahma steer. All the horses have been trained to fall down—safely—using the unique Luraschi method of humane training.

Three horses have also been trained for comedy, so be prepared for some decidedly eccentric equine behavior. The buffalo and Brahma were taught comedy routines as well. "You have to work with the buffalo every day," one trainer said. "They're not big in the memory department. One week without reinforcement will wipe out months of training."

Luraschi says of his horses, "They love it (performing stunts) as much as I do; otherwise they would *not* do it!"

And these characters are real hams. How many horses do you know that will let you turn them on their back, sit on their stomach and give them artificial respiration—while they're wide awake?

After a variety of antics and contests, the show reaches its climax when masked outlaws thunder into the arena and attack the stagecoach—*you* could be inside!

All ends well, of course. The cast take their final bows and ride slowly into the sunset.

The houselights are up. The stage is empty. It's time to bid *adieu* to Buffalo Bill, Festival Disney, and Euro Disneyland. No, not *adieu*, but *a bientôt*, Euro Disney Resort! Til we meet again.

Photography by:
Wayne Williams
Gary Krueger
Jean-Christophe Moreau

All the stunts and spectacle of the original have come back to life at Buffalo Bill's Wild West Show, hosted by Sitting Bull, Buffalo Bill and Annie Oakley.

RAY BRADBURY: THE WALT CHRONICLES

By Michael Mallory

Celebrated author and futurist Ray Bradbury remembers word-for-word his first meeting with his hero:

"I was Christmas shopping—I think this was Christmas 1964—and I saw this man coming towards me with a big load of gifts in his hands, with his chin tucked over the top to hold them in place. I said, my God, that's Walt Disney! I walked up to him and said, 'Mr. Disney?', and he said, 'Yes,' and I said, 'My name's Ray Bradbury.' He said, 'Oh, I know your books.' I said, 'Thank God!'" Bradbury laughs.

The writer extended a lunch invitation and was "floored" when it was accepted for the very next day.

"Most people say, 'Yeah, call me someday...in a couple of months.' All of a sudden here I was going to lunch with my hero the next day!"

That lunch, served on a card table in Walt's office, consisted of soup, salad, and a stern admonition from the boss's secretary.

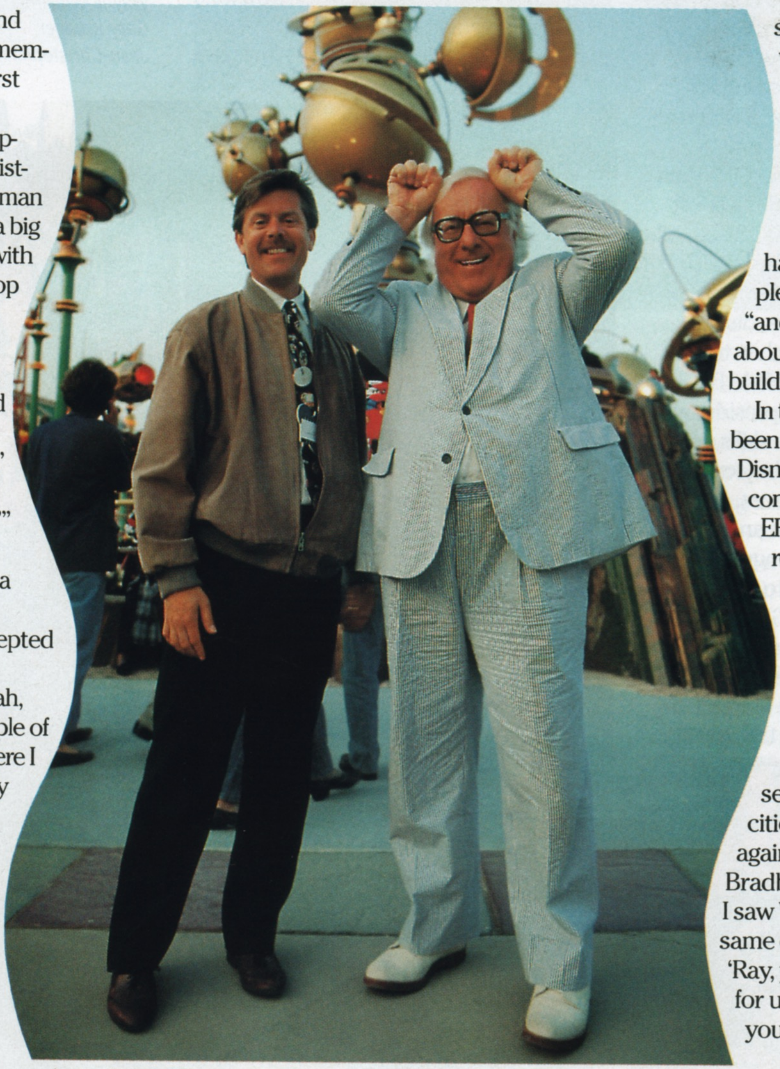
"Before I went in," Bradbury explains, "his secretary said, 'Now, (you have) from twelve to one and you've got to run at one o'clock because he has a busy afternoon.'

"So I went in and sat with him and we talked about a million things, and at one o'clock I jumped from my seat and shook his hand and said 'Thanks, Walt, it's just been wonderful.' And he said, 'Wait a minute, I've got a few things I want to show you.'

"He took me out to the studio and showed me the new hippopotamus they were working on, and some changes on the Lincoln figure, and talked to me about the *PeopleMover*, and we didn't get back to the office until three in the afternoon!

"When we walked into the office his secretary *glared* at me, and I pointed at Walt and said, 'He's responsible!'

"That was the typical way Walt behaved if he looked in your face and he saw that you cared about what he was talking about," Bradbury says. "He could see that I really cared, that I was hyperventilating just to be taken on a tour with him!"



Author Ray Bradbury, with Discoveryland Show Producer Tim Delaney ("My boss"), provides his own version of "Mouse ears" in front of the Orbitron.

Ray Bradbury, of course, remained no stranger either to Walt himself or to the Disney Company.

"Over the next year and a half, roughly, I went out a couple times more," Bradbury says, "and we were always talking about new things that they were building or changing."

In the years since, the writer has been involved in projects with Walt Disney Imagineering. He helped to conceive Spaceship Earth for EPCOT Center, and, most recently, contributed to the concept of the *Orbitron* attraction at Euro Disneyland.

During what was to be his final meeting with Walt Disney, the kid was let loose in the candy shop.

"I had written a whole series of articles about future cities and defending Disneyland against New York intellectuals," Bradbury recalls. "So the last time I saw Walt—during lunch on the same card table—he said to me, 'Ray, you've done so many favors for us, can we do anything for you?'

"I said, 'Yes, Walt, open the vaults!' And he picked up the phone and called across the street and said, 'Open the vaults, I'm sending Ray over.'"

In the Archives Bradbury was shown hundreds of cels from the classic animated features, and was given samples.

"It got to the point where I was embarrassed to stagger out of the place with so many goodies!" he says.

What more could one ask of a hero?

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TOON IN TOMORROW

IMAGINEERING MICKEY'S TOONTOWN FOR DISNEYLAND

By Jeff Kurtti

In 1928, 26-year-old artist and entrepreneur Walt Disney began one of the great, legendary show business careers by featuring a then-unknown Mickey Mouse in his first cartoon. From there, Mickey went on to become one of the most beloved characters in the world, with a career spanning more than six decades and encompassing nearly every entertainment medium—film, television, records, publications and theme parks.

In 1988, newcomer Roger Rabbit hopped into the entertainment scene in "Who Framed Roger Rabbit," bringing along his loony toon cohorts, Jessica, Baby Herman, and Benny the Cab.

Soon, in the spring of 1993 (barring any unforseen complications), the first human guests will be able to enter the crazy world of "cartoon reality" inspired by the characters and careers of Disney cartoon shorts (old and new). Mickey, Roger, and all their toon pals are getting their own neighborhood in the first new "land" at Disneyland in over 20 years—Mickey's Toontown.

In addition to the cartoon neighborhood of Mickey, Minnie, Pluto and Goofy, the Downtown area of Toontown will be the wacky home of Roger Rabbit, Benny the Cab and the sleazy weasels.

In essence, Mickey's Toontown will serve as a "home base" for the characters.

To make sure the cartoon gang feels "at home," Walt Disney Imagineering (WDI) has been hard at work designing a whole new kind of Park environment.

"You aren't going to feel that you've simply walked onto a set—you're going to experience a living, breathing, three-dimensional cartoon environment," says WDI Show Producer Dave Burkhart. "Everything's exaggerated. There are no 'straight' lines or 'real' architecture. Nothing is 'real' in Mickey's Toontown, it's all cartoon elements."

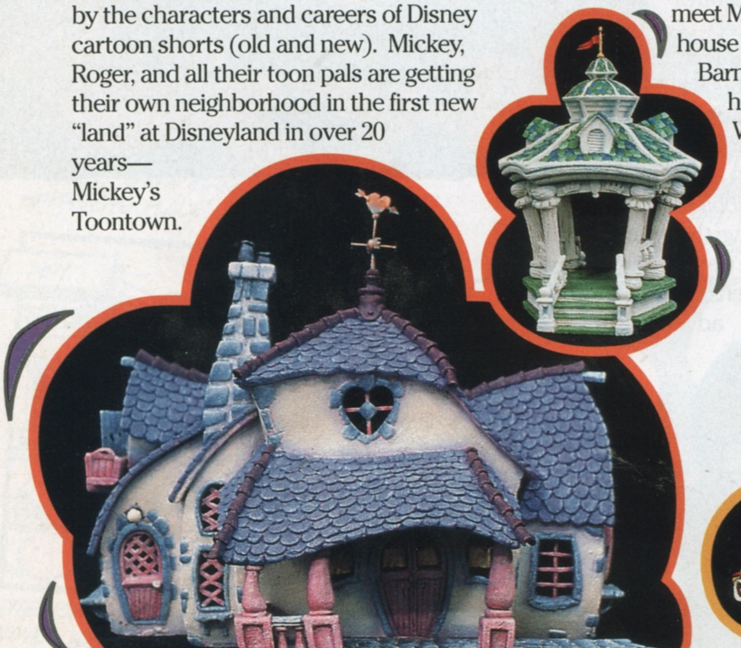
Visitors to Toontown will be able to meet Mickey both in his house and in his "Movie Barn" (where he made his early cartoons for Walt). In Goofy's Bounce House, kids will literally bounce off of everything—because the whole interior is inflated! Minnie's house features Mickey's lifelong co-star and sweetheart.

Everyone knows that Donald Duck's permanent residence is located in nearby Duckburg, U.S.A., however they probably *don't* know that he keeps his boat (the good ship "Miss Daisy") moored in Toon Lake. On board, the ship's cargo includes climbing nets, a slide, periscope, bells, horns and whistles.

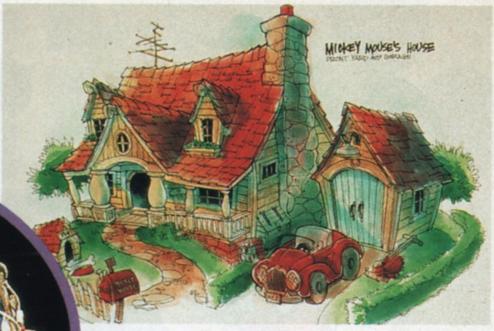
In Chip 'n Dale's house (that's *treehouse*, of course), kids can choose from several stairs and slides, one of which leads to the chipmunks' winter stash—thousands of acorns.

Gadget, co-star and femme fatale of "Chip 'n Dale Rescue Rangers," resides in an environmentally-sound workshop made of recycled cartoon discards. Around the inventor's workshop races Gadget's Go-Coaster, a miniature roller-coaster made of oversized toys on which guests ride in hollowed-out acorn vehicles.

"The houses actually look, in a very subliminal way, like their inhabitants,"



FIREWORKS FACTORY



says Joe Lanzisero, WDI Senior Concept Designer. "I think the best example is Donald's boat. The top of the wheelhouse is literally Donald's cap. The bow is painted like his shirt, and the whole shape looks like a duck bill. If you just walk by and glance at it, it's this cartoon boat. But if you stop and study it, it's Donald."

In the center of Mickey's neighborhood, guests can climb aboard the Jolly Trolley as it bounces and jiggles its way like a wind-up toy toward Downtown Toontown. Once Downtown, guests can shop at a Five & Dime, visit the Toontown Firehouse, Post Office and Dog Pound, or even detonate cartoon explosives at the Fireworks Factory.

"All of the facilities in Mickey's Toontown are interactive," Dave Burkhart says. "There are elements throughout Toontown that will respond to guest input and activation with light, sound and other effects."

Designing this special cartoon environment was a new challenge to the Imagineers—for a surprising reason.

Joe Lanzisero says, "The hardest part was digging through the thousands and thousands of animation drawings, trying to find the definitive 'Mickey's House' or 'Minnie's House.' Much to our surprise, *they didn't exist!* In all those years of all those cartoons, there never was *a* shot of 'This is Where Mickey Lives' *or* a shot of 'This is Where Donald Lives.'"

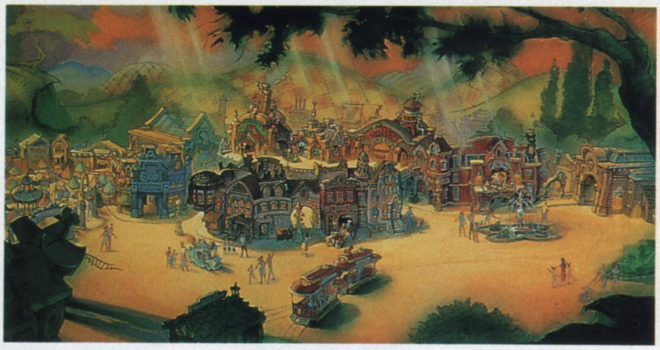
How did they solve this dilemma?

Lanzisero explains, "After seeing hundreds of cartoons, and seeing the characters in comic books and print for so many years, they have been so well-defined that it was like knowing your wife, or your best friend, or someone that you've known for so long that you can almost second-guess what they're thinking, or what they're going to do.

"So when it came time to design Mickey's House, for example, we knew *who* Mickey is, and the *type* of person he is, and this influenced our design of the type of house he lives in, and how he would furnish this house."

Of course, designing "cartoon reality" is only the first step to Mickey's Toontown. The next challenge is *building* it. This responsibility is supervised by Mickey Steinberg, Executive Vice President of WDI. How *do* you construct this all-new design?

"We do it very carefully," Steinberg wisecracks. "But, ultimately, it's a business of details. It's a million details that have to be coordinated, and the logistics get to be difficult. To be more specific, the key is integration. We need to make show elements, ride systems, and other varied functions integrate into a seamless, three-dimensional environment."

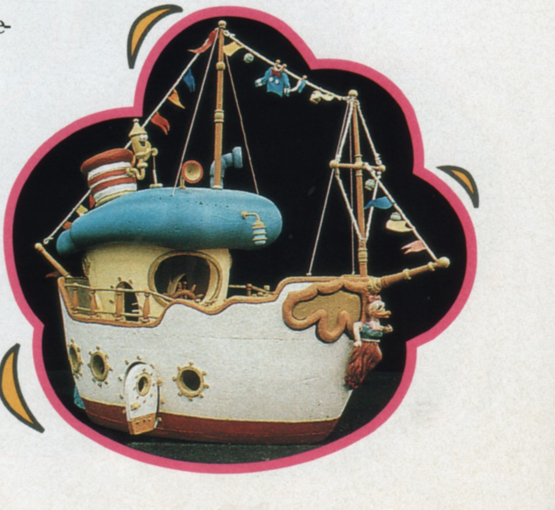


In 1994, the doors will open on a special addition to Toontown—a kinetic, chaotic ride-through attraction called *Roger Rabbit's Car Toon Spin*. Here, guests will drive their own free-wheeling Benny the Cab through a hare-raising, three-dimensional cartoon adventure.

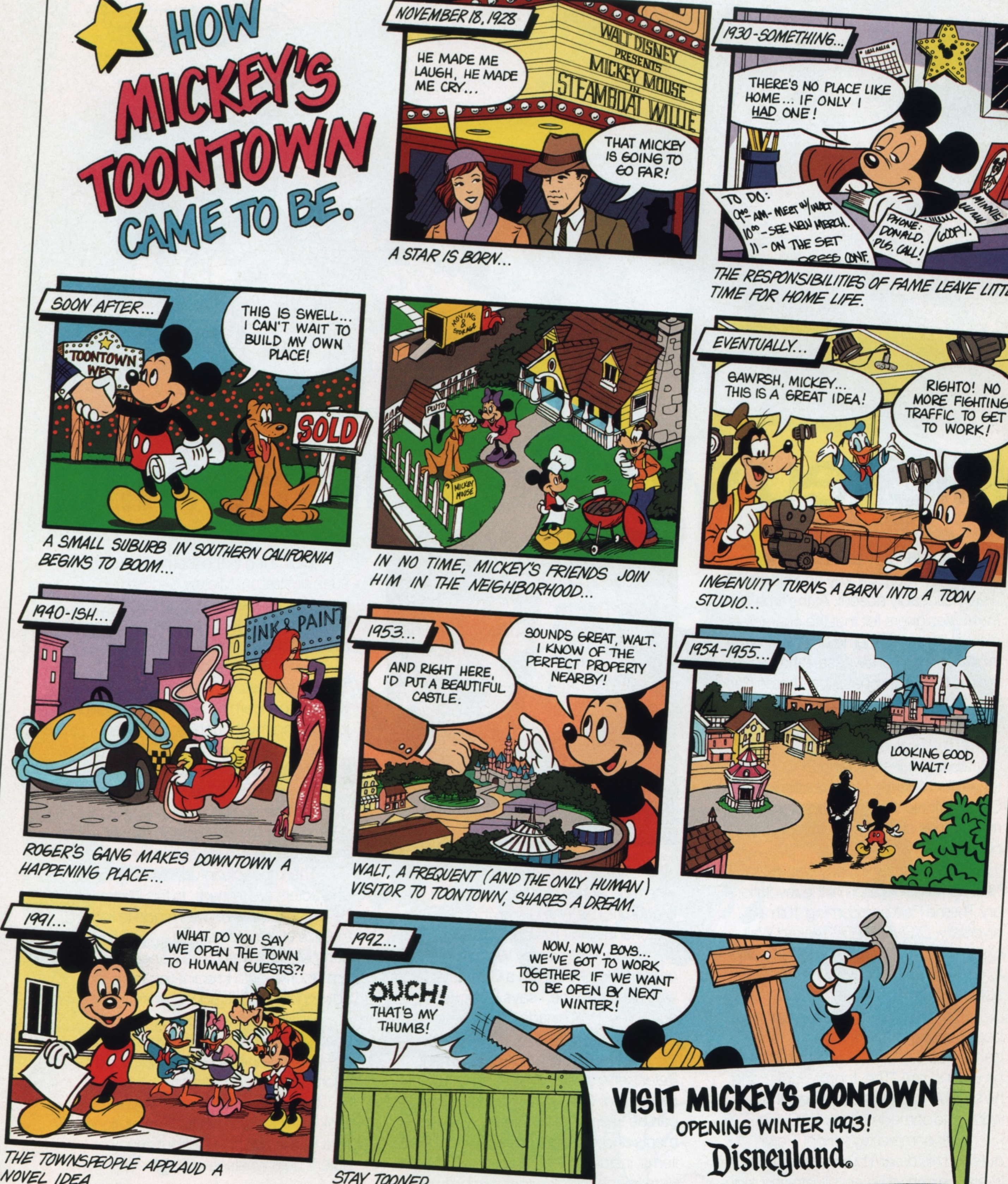
"Mickey's Toontown puts a special onus on us to live up to what people, especially young people, imagine about how and where Mickey and the other Disney characters live," concludes Walt Disney Imagineering President Marty Sklar.

"Walt Disney and Mickey Mouse kind of grew up together in show business. Walt often said that Mickey's special assignment was to create fun and laughter. I think Mickey's Toontown is going to epitomize that...I think Walt would have really enjoyed Mickey's Toontown."

Watch future issues of DISNEY NEWS for updates on the progress of this latest addition to Walt Disney's original Magic Kingdom. Stay Tooned!



HOW MICKEY'S TOONTOWN CAME TO BE.


NOVEMBER 18, 1928
WALT DISNEY PRESENTS MICKEY MOUSE IN STEAMBOAT WILLIE
HE MADE ME LAUGH, HE MADE ME CRY...
THAT MICKEY IS GOING TO GO FAR!
A STAR IS BORN...
1930-SOMETHING...
THERE'S NO PLACE LIKE HOME... IF ONLY I HAD ONE!
TO DO: 9:00 - AM - MEET W/ WALT 10:00 - SEE NEW MERCH. 11 - ON THE SET PRESS CONF.
PHONE: DONALD, PLS. CALL! GOOFY.
MINNIE
THE RESPONSIBILITIES OF FAME LEAVE LITTLE TIME FOR HOME LIFE.
SOON AFTER...
TOONTOWN WEST
THIS IS SWELL... I CAN'T WAIT TO BUILD MY OWN PLACE!
SOLD
A SMALL SUBURB IN SOUTHERN CALIFORNIA BEGINS TO BOOM...
MOVING & STORAGE
PLUTO
MICKEY MOUSE
IN NO TIME, MICKEY'S FRIENDS JOIN HIM IN THE NEIGHBORHOOD...
EVENTUALLY...
GAWRSH, MICKEY... THIS IS A GREAT IDEA!
RIGHTO! NO MORE FIGHTING TRAFFIC TO GET TO WORK!
INGENUITY TURNS A BARN INTO A TOON STUDIO...
1940-ISH...
INK & PAINT
ROGER'S GANG MAKES DOWNTOWN A HAPPENING PLACE...
1953...
AND RIGHT HERE, I'D PUT A BEAUTIFUL CASTLE.
SOUNDS GREAT, WALT. I KNOW OF THE PERFECT PROPERTY NEARBY!
WALT, A FREQUENT (AND THE ONLY HUMAN) VISITOR TO TOONTOWN, SHARES A DREAM.
1954-1955...
LOOKING GOOD, WALT!
1991...
WHAT DO YOU SAY WE OPEN THE TOWN TO HUMAN GUESTS?!
THE TOWNSPEOPLE APPLAUD A NOVEL IDEA...
1992...
OUCH! THAT'S MY THUMB!
NOW, NOW, BOYS... WE'VE GOT TO WORK TOGETHER IF WE WANT TO BE OPEN BY NEXT WINTER!
STAY TOONED...
VISIT MICKEY'S TOONTOWN
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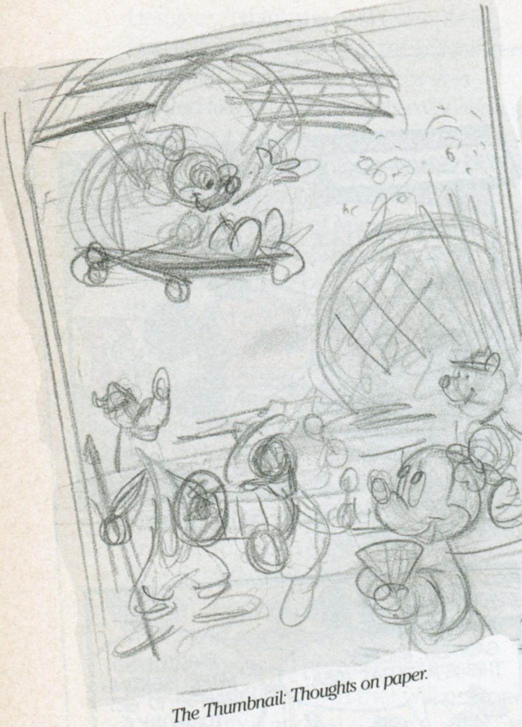
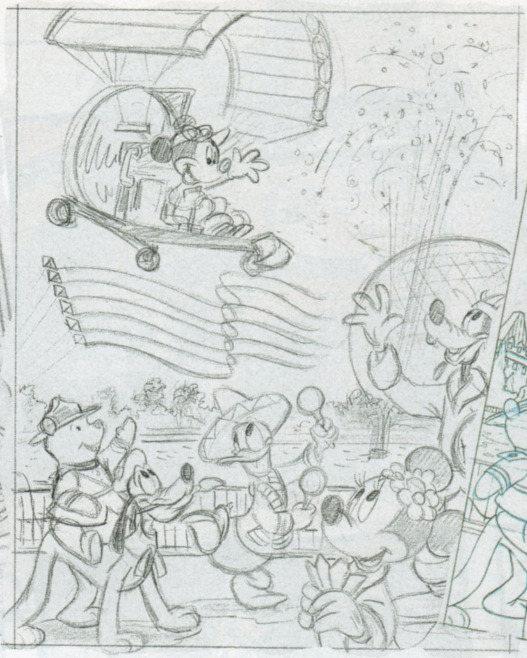
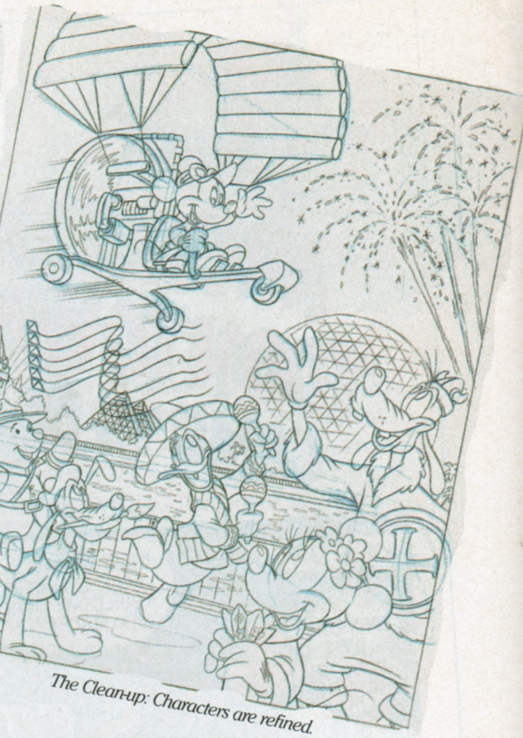


The Thumbnail: Thoughts on paper.



The Rough: Composition of elements.



The Clean-up: Characters are refined.

Mickey's Worldwide Family

Peter Emslie in the throes of the creative process.

When EPCOT Center debuted on October 1, 1982, Mickey and his friends were noticeably absent. At the time, the Park's designers felt that the characters did not fit into the theme of either Future World or World Showcase—the two realms that encompass the Theme Park.

But before long, Mickey came up with a great idea: the characters could theme themselves!

Today, guests visiting EPCOT Center will find Mickey, Donald, Minnie, Goofy, Winnie the Pooh and others in many areas of the Park—suitably attired, of course.

The gang particularly wanted to "suit up" in celebration of the revolutionary Theme Park's upcoming 10th anniversary. *DISNEY NEWS* asked Walt Disney World artist Peter Emslie to capture the moment for our summer "Suitable for Framing."

Peter, a native of Ottawa, Canada, began drawing Mickey, Donald and the gang—just for fun—at age four. In 1967 he went to see "The Jungle Book," and, he says, "I was hooked. I knew that I wanted to someday draw for Disney."

After completing school, Peter pursued his dream by becoming a freelance cartoonist and illustrating regularly in a local newspaper, *The Ottawa Citizen*. In 1984, he moved to Toronto where he worked for the Canadian branch of The Walt Disney Company Merchandising Division.

Then, Walt Disney World beckoned. "The position as a Character Artist was offered to me," says Peter, "so I accepted it and made the move to Florida in 1990."

As a member of the department, Peter generates character art for all divisions of Walt Disney World. His art can be seen on brochures, advertisements and signage, among many other items, including the 1992 Lake Buena Vista telephone directory depicting the characters marching in the 'Surprise Celebration' Parade.

Which led to the theme of this issue's illustration: Mickey decided he wanted to show the festivities at EPCOT Center, too. He told Peter what he had in mind, and the creative process began.

"First," Peter explains, "is the 'thumbnail sketch.' The idea is scribbled with little concern for actual composition, just getting my thoughts on paper."

After the "thumbnail" is approved, the artist goes on to the "rough."

"Here," says Peter, "more thought is given to composition of elements. Character poses are worked out, as well as their placement in the scene."

Then, the "clean-up," where the characters are refined. "In this illustration," he says, "a decision was made to reduce the size of the kites and to angle Mickey's paraplane skyward. The Canada pavilion and Journey Into Imagination were also added to the background at this point."

Finally, a "color mock-up" is prepared using markers on a xerox of the drawing to establish color and mood prior to the actual painting.

And there you have it. "And to think," quips Peter, "that it was all done by a human being—without any computer's help whatsoever!"

Mickey soars in his paraplane through "Surprise in the Skies" and daytime fireworks at EPCOT Center—to the delight of his costumed friends below.

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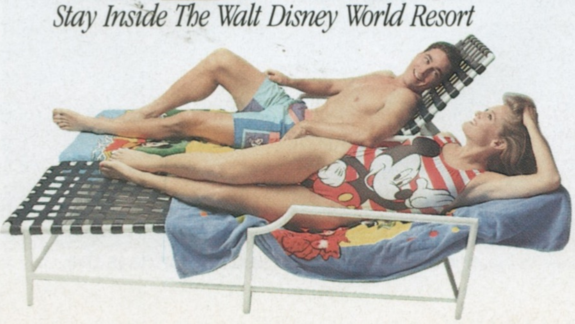

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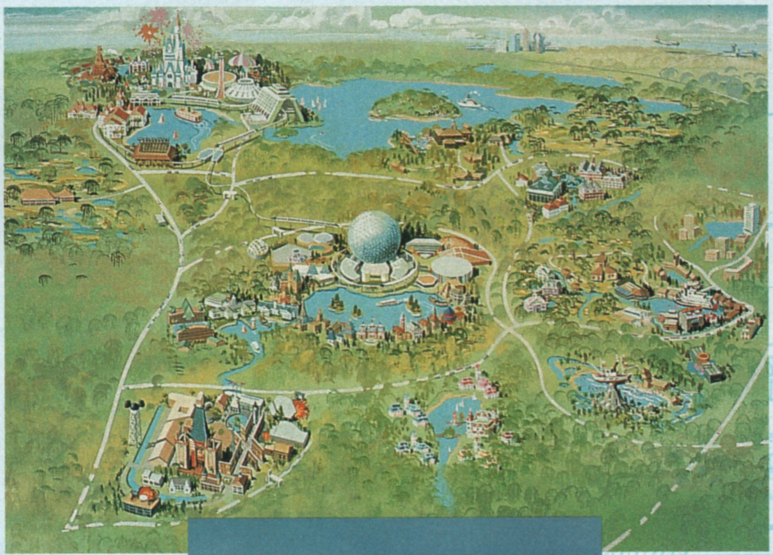
•SPECIAL FEATURE•

Twenty Years and Still Growing

The Walt Disney World Story: Part IV

By Libby Slate



The 43 square miles of Walt Disney World Resort hold three Theme Parks, nine resorts, two water parks, and a host of recreational facilities.

When Walt Disney's dream of a family theme park came true in 1955, he proclaimed, "Disneyland will never be completed as long as there is imagination left in the world."

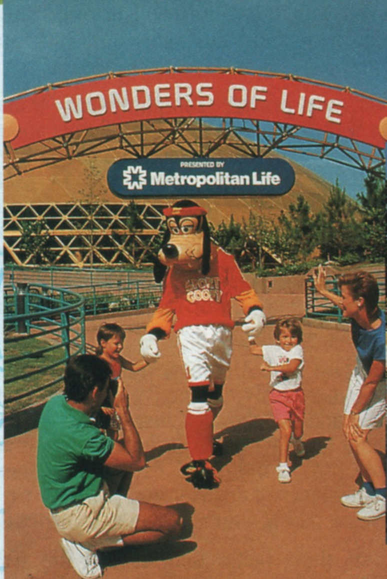
Though that oft-quoted promise concerned Walt's first Park, it could just as well apply to his last and fondest dream—Walt Disney World. For in the two decades since its opening on October 1, 1971, Walt Disney World Resort has grown by leaps and bounds. On opening day, its 43 square miles held the Magic Kingdom Park, two Disney hotels (the Polynesian Village Resort and the Contemporary Resort), and Fort Wilderness Campground. Today they encompass two more successful Theme Parks—EPCOT Center and the Disney-MGM Studios Theme Park, nine additional Disney owned and operated resorts, convention facilities, and three uniquely themed recreation areas—some for the whole family, and one primarily for adults.

No wonder, then, that Walt Disney World Resort is the United States' number one vacation destination, and the Magic Kingdom the country's most popular Theme Park.

Like the Resort itself, the Magic Kingdom also continues to change. Ten new adventures have been added to the original 35, including such favorites as the WEDWay *PeopleMover* (1972), *The Walt Disney Story* (1973), *Carousel of Progress* (1974), *Space Mountain* (1974), *Pirates of the Caribbean* (1975), *Big Thunder Mountain Railroad* (1980), and a new area—Mickey's Starland (1988).

This November marks the opening of the Magic Kingdom's first new major attraction since *Big Thunder.* The *Splash Mountain* water thrill ride debuted at Disneyland three years ago, but, in typical Disney fashion, the version now being readied in Florida is the new and improved model. It will have more room and a slower pace through the highly themed show areas to enable guests to follow the story being told by the *Audio-Animatronics* characters. But it will have just as much high-speed thrill, too, including the famous plunge into the briar patch at the end.

The main thrust in the future of the Magic Kingdom is, appropriately enough, the extensive renovation of Tomorrowland.



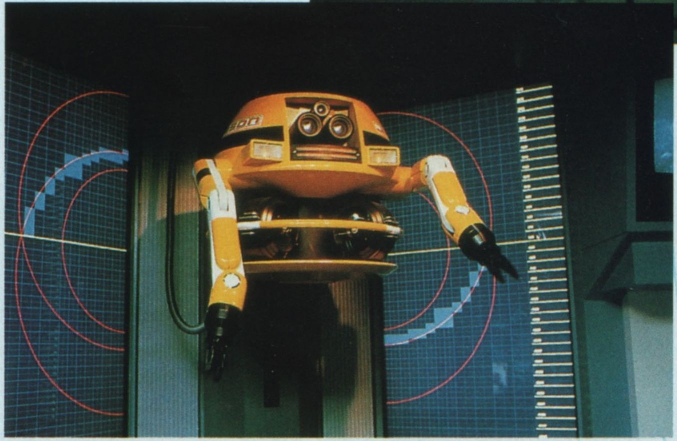
Wonders of Life is a tribute to—and lessons on—fitness, health and well-being.

Mickey's Starland is among the latest additions to the Magic Kingdom.

"We're talking about a complete change in the look of the land, the facades of the buildings," says Steve Miller, project manager for Magic Kingdom "Blue Sky" projects (the early conceptual stage of a project where "the sky's the limit") at Walt Disney Imagineering (WDI).

"Our Tomorrowland will be like

Mickey likes to join the divers as they explore underwater mysteries at The Living Seas.



Horizons presents a preview of how robots might assist us with our daily activities in the 21st century.

Main Street," he says, "a town where people might live. There will be new attractions for areas where 'old' attractions (*Mission to Mars* and *CircleVision*) now stand, and a brand new space-themed adventure is being planned for the *Carousel of Progress* building."

Elsewhere, Imagineering is planning major show changes to other existing Magic Kingdom attractions, including the *Hall of Presidents*, *Snow White's Scary Adventures*, and perhaps a comical slant to the vintage 1963 *Enchanted Tiki Room*. A show featuring characters from "The Jungle Book" is also being considered.

The second of Walt Disney World's Theme Parks, EPCOT Center, which opened October 1, 1982, has also grown during its first decade. Three more pavilions have joined the initial Future World roster of six. Horizons, presented by General Electric, debuted exactly one year after EPCOT's opening day and focuses on the role that technology will play in enhancing life in the 21st century.

The Living Seas, presented by United Technologies, opened in 1986. Its main attraction is a 5-million-gallon salt water tank that re-creates a coral reef environment with more than 2,000 species of sea life, including dolphins, sharks, rays and plankton. Guests actually travel to the tank's floor and can enjoy exhibits of marine biology, dive technology, and a tide pool where they can touch the sea creatures.

Most impressive of all, however, is the fact that research is ongoing at The Living Seas.

"The Living Seas is also a bona fide research site, because of the staff we have," says Barry Braverman, executive producer of EPCOT Center.

"Dr. Robert Ballard, senior scientist at Woods Hole Oceanographic Institution, was an advisor *before* he discovered the 'Titanic'—his robotic submersible called 'Jason' was instrumental in doing that, and we have one, also called 'Jason,' in our show.

"And, because of the design of the tank, we have a project on dolphin echo location," he adds, "where guests can 'see' marine mammal communication."

The newest Future World pavilion, 1989's Wonders of Life, may also be Disney's most adventuresome. Presented by Metropolitan Life, its attractions and exhibits celebrate the human body, emphasizing fitness and wellness along with the human machine's fascinating capabilities.

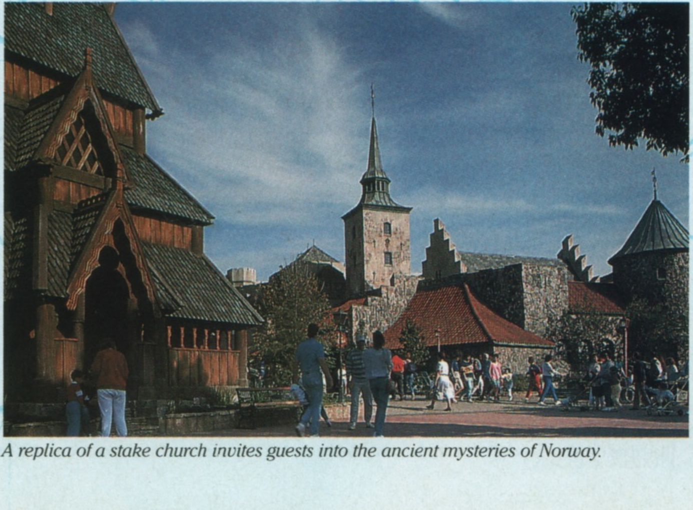
Body Wars takes guests on a thrilling rescue mission through a human body; *Cranium Command* gives an inside look at the workings of the human mind; and "The Making of Me" is a groundbreaking film depicting human reproduction and the wonder of birth.

And where else but Wonders of Life would you expect to find Pure & Simple—a restaurant featuring healthy food selections.

A hallmark of both The Living Seas and Wonders of Life are the more personal, interactive experiences they provide. According to Braverman, these have been so positively received by guests that similar experiences will be incorporated into future pavilions.

On tap for the future is a Space pavilion, still in development, which will place guests in a working, living space environment.

Over in World Showcase, the Morocco pavilion opened two years after the initial nine countries. It was followed in 1988 by Norway with its attraction *Maelstrom*, a mythol-



A replica of a stake church invites guests into the ancient mysteries of Norway.

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20 YEARS Walt Disney World. © DISNEY

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Floating down a lazy river at Typhoon Lagoon.

ogy-based boat journey through the ages of Norway which sends its passengers down a waterfall *backwards*.

Particularly timely in view of recent world events will be the Russia pavilion WDI has on the drawing boards. An innovative theater presentation, "The Bells of Change," will chronicle Russian history not only on film, but via large, animated sets which can transform the theater itself into various settings—such as 16th-century Kiev at the time of the first Czar's coronation. Also planned is a "dark ride" based on the Russian folktale *Ivan and the Magic Pike* (a fish).

The future of World Showcase could also include a "thrill attraction." Under consideration are a *Mount Fuji* at the existing Japan pavilion or the *Matterhorn* at a new Switzerland pavilion.

Movies come to life in The Great Movie Ride*—whether you want them to or not!*

The newest Park at Walt Disney World, the Disney-MGM Studios Theme Park, is also its fastest growing—it has doubled in size since opening just three years ago.

"We've tried to separate the Park into two segments: the reality of the backlot studio experience and the fantasy of the Hollywood-that-never-was theme park" explains Eric Jacobson, WDI executive designer for Disney-MGM Studios and the Magic Kingdom.

Accordingly, guests can view the New York Street and other sets for filming, take a *Backstage Studio Tour*, see the animation facilities used for "Beauty and the Beast" and the upcoming "Aladdin," and take an *Inside the Magic* tour to learn about special effects, sound effects, and post production.

Is this cereal unusually large, or have we shrunk?

Then, they can experience a "Disneyfied" version of Hollywood Boulevard and its centerpiece—a re-creation of the landmark Grauman's Chinese Theater which serves as the home of *The Great Movie Ride*. In this attraction, *Audio-Animatronics* bring to life scenes from such films as "The Wizard of Oz," "Singin' in the Rain," and "Alien."

Among additions to the Disney-MGM Studios Theme Park are the universally popular *Star Tours*, an over-sized, interactive playground called the *Honey, I Shrunk the Kids Movie Set Adventure*, live performances by the Teenage Mutant Ninja Turtles, and *Jim Henson's Muppet*Vision 3D* theater, the Park's newest major attraction.

And still more is planned. Scheduled for 1994 is the opening of a Sunset Boulevard area for more shopping and dining, and the highly anticipated *The Twilight Zone Tower of Terror* attraction. Disney Imagineers are preparing this new sensation which will feature a runaway elevator. Definitely a "thrill ride," the attraction will make use of classic "Twilight Zone" properties, take guests into the fifth dimension, and climax in a free fall from the 13th floor of an abandoned hotel...some say "the thrill ride of all thrill rides."

With so much to do and see, guests generally stay at Walt Disney World Resort from several days to a week or more. Living up to its promise of a "total vacation destination," the Resort's roster of accommodations has more than kept pace with the growth of the Theme Parks, with something for just about every budget.

There are the original Contemporary Resort and Polynesian Village Resort, of course, and the Fort Wilderness Campground which began operations shortly after Walt Disney World first opened. These were soon followed by the Disney Inn and Disney's Village Resort, the latter consisting of individual villas, club suites, and "treehouses."

After a 14-year hiatus, hotels began sprouting all over the property. Two complexes made their debuts in 1988: the elegant Grand Floridian Beach Resort and the Caribbean Beach Resort—the first moderately priced resort to be operated by Disney.

Two years later, the Yacht Club and Beach Club Resorts opened within walking distance of EPCOT Center and a short boat ride away from the Disney-MGM Studios Theme Park.

Most recently, the ambience of New Orleans' French Quarter was re-created in the 1991 opening of Port Orleans Resort, complemented this

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Antebellum Southern charm at Dixie Landings.

past February by the charming antebellum Southern atmosphere of the Dixie Landings Resort whose final phase will be available this July. Both resorts are in the moderate price range, bringing the number of rooms for the budget-conscious to more than 5,000.

In addition to the 10,000-plus guest rooms the Disney-operated resorts provide, the Walt Disney World Swan Hotel, operated by Westin, and the Walt Disney World Dolphin Hotel, operated by Sheraton, are also on resort grounds.

Last December the Disney Vacation Club also became available to the public (see story on page 53). These condominium-style vacation homes, modeled after turn-of-the-century Florida Keys property, are being sold on a vacation-share basis but are currently available to Resort guests.

The Caribbean Beach was the first Disney resort in the moderate-price category.

As with any Disney project, the Resorts are themed to the last detail. For instance, the swimming pool shared by the Yacht and Beach Clubs has real fish, a sandy bottom and a shipwrecked vessel equipped with a huge water slide.

"Our hotels are an extension of our Parks," says Travis Tanner, executive vice president of Walt Disney World Resorts. "Our guests shouldn't ever have to leave the Disney magic—our Resorts have been sprinkled with pixie dust, too."

Several hotels now also feature extensive convention facilities, with an eye to making Walt Disney World the number one meetings destination in the United States. And, tapping yet another new market, last September the Resort began offering "Fairy Tale Weddings" where specialists create and orchestrate the perfect wedding—as individual as the bride herself. For parties of 50 or more, prices start at $17,500.

Future resort additions include a Wilderness Lodge, and an exciting new Boardwalk concept that will include a Resort as well as a dining, shopping and entertainment complex.

Resort area recreation has also come a long way in 20 years. Discovery Island, a zoological park with over 100 species of wildlife, opened as Treasure Island in 1976. That same year, River Country made a splash at Fort Wilderness at the first uniquely themed water park. The more sophisticated Typhoon Lagoon started making waves in 1989, complete with its own surfing beach, thrill water slides, and the laziest river in the world. There's the possibility of building a third water park now under consideration.

1989 also witnessed a daring move: the debut of Pleasure Island. This unique area is a family-oriented shopping and dining area until 7:00 p.m. Then it becomes a sensational adult entertainment complex featuring nightspots for rock and country-western dancing, a comedy club, the safari-themed Adventurers Club, and a New Year's Eve party in the street every night.

New Year's Eve is still going strong on Pleasure Island.

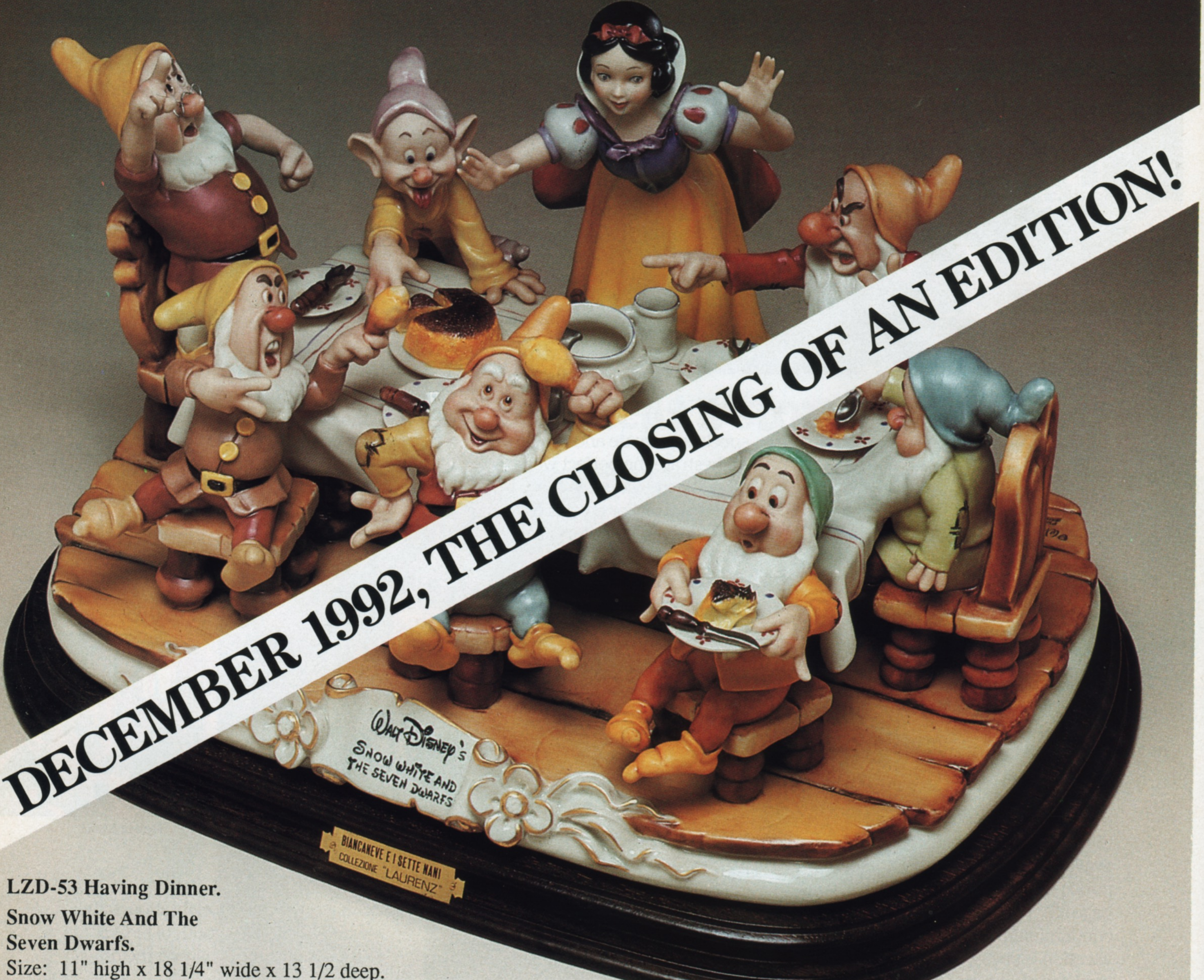
As Walt Disney World commemorates a successful first two decades, Disney Development Company (DDC) is looking firmly toward the future with plans for a grand new venture. A residential town called Celebration, to be located a few miles south of EPCOT Center, is making its way off the drawing board into reality.

The first phase is targeted to open in 1995. When completed, 15 to 20 years from now, the town will be home to about 20,000 residents, an international shopping district, office complex, the classrooms of the the Disney Institute–a new vacation experience planned to offer fun, accomplishment and renewal, a medical and health center, schools, an environmental center, and recreation and leisure facilities.

It seems that Walt's dream of creating a residential community "the Disney way" is coming true after all.

RETIRING.... AND SOON TO BE A RARITY

The edition of this magnificent porcelain sculpture will soon be closed forever.
Sculpted in Italy by master sculptor, Enzo Arzenton.


DECEMBER 1992, THE CLOSING OF AN EDITION!
Walt Disney's
SNOW WHITE AND THE SEVEN DWARFS
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LZD-53 Having Dinner.
Snow White And The
Seven Dwarfs.
Size: 11" high x 18 1/4" wide x 13 1/2 deep.
Price: $ 2370.00

The final pieces of "Having Dinner, Snow White And The Seven Dwarfs" will be leaving Italy in December 1992.

This is the first porcelain sculpture created by master sculptor Enzo Arzenton featuring the beloved characters from Walt Disney's animated classic, "Snow White and the Seven Dwarfs". **And when the last piece is produced, it will be permanently retired and the molds will be broken.**

To date, (May 12, 1992), 786 of these beautiful sculptures have been purchased by serious collectors from around the world. **Now there are only 214 pieces remaining.** This is your last opportunity to obtain this classic artwork at the regular retail price. When this small quantity is gone, they will only be available on the secondary collectors market.

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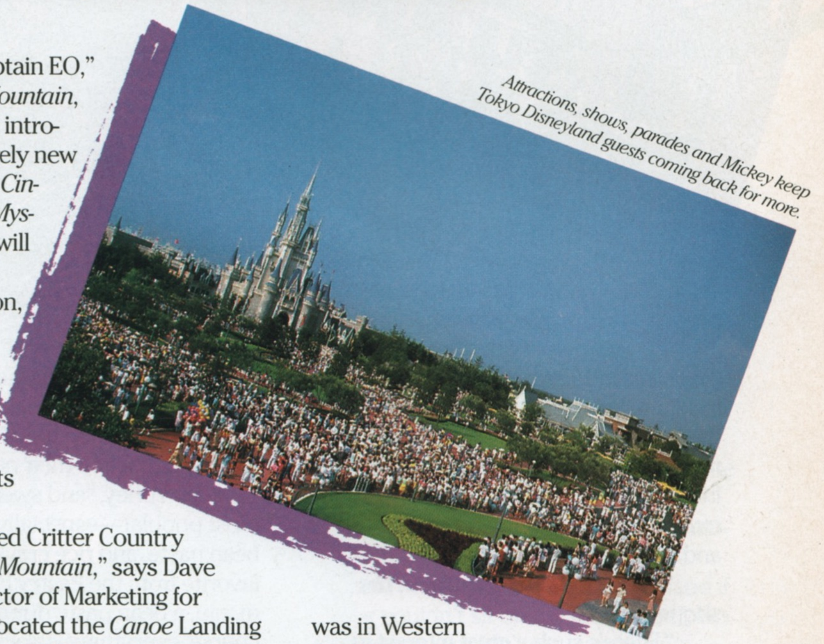
Hai, Mickey!

Tokyo Disneyland: Still the "Kingdom of Dreams and Magic"

By Anne K. Okey

As Tokyo Disneyland heads into its tenth year, millions of guests continue to say "Yes!" to Mickey Mouse. Since its debut on April 15, 1983, Disney's first international Theme Park has gained in popularity even faster than was originally anticipated.



Attractions, shows, parades and Mickey keep Tokyo Disneyland guests coming back for more.

"Between 1987 and 1991 alone, our attendance increased an average of eight percent per year," says Tom Turley, Director of Operations for Walt Disney Attractions Japan(WDAJ). "Guests want to come back," he explains. "Eighty percent of our attendance is from repeat visitors."

A major factor contributing to the increase could be the 1989 opening of the train station just outside the Main Entrance to Tokyo Disneyland which linked the Park directly to Tokyo as well as all parts of Japan. The resort area surrounding the Park, which began with the opening of the Sun Route Hotel in 1986, also reached its present complement of five hotels, with a total of 3,200 rooms in 1990. In addition to the Sun Route, the Official Hotels of Tokyo Disneyland include the Sheraton (1988), the Hilton, (1988), the Daichi (1988), and the Tokyu (1990).

To accommodate the ever-increasing numbers of guests, and to keep them interested in returning, Tokyo Disneyland has added four attractions adapted from its U.S. counterparts—*Alice's Tea Party*, "Captain EO," *Big Thunder Mountain*, and *Star Tours*; introduced an entirely new attraction, the *Cinderella Castle Mystery Tour*, and will open a sixth major attraction, *Splash Mountain*, this coming fall.

In fact, *Splash Mountain* is getting its own area.

"We created Critter Country just for *Splash Mountain*," says Dave Simpson, Director of Marketing for WDAJ. "We relocated the *Canoe* Landing there, and we've added a restaurant—Grandma Sara's.

Restaurants and shops throughout the Park have also been added or expanded.

New to Adventureland this summer are China Voyager Restaurant, a buffeteria with indoor and outdoor seating featuring a Chinese menu, and the Boiler Room Barbecue, themed to a castaway setting and offering chicken, pork or beef with vegetables on skewers, served with rice.

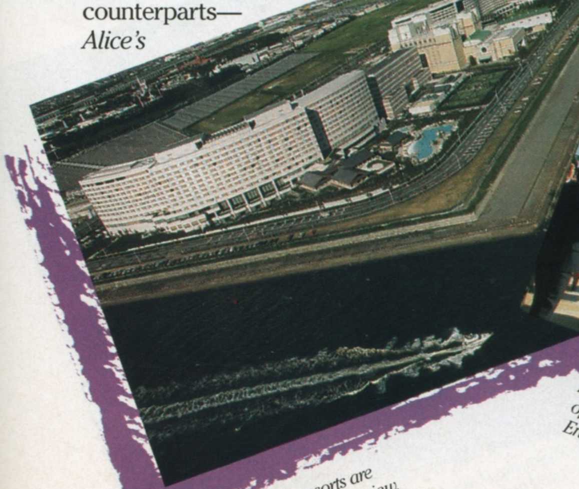
"We get quite a lot of requests for rice-based dishes now," explains Turley. "At the beginning, the interest was in Western food, but now it's turning to more of a variety.

"Chinese food is extremely popular here," he adds, "and our China Voyager will have some of the best Chinese food in Japan."

But don't count Western food out altogether.

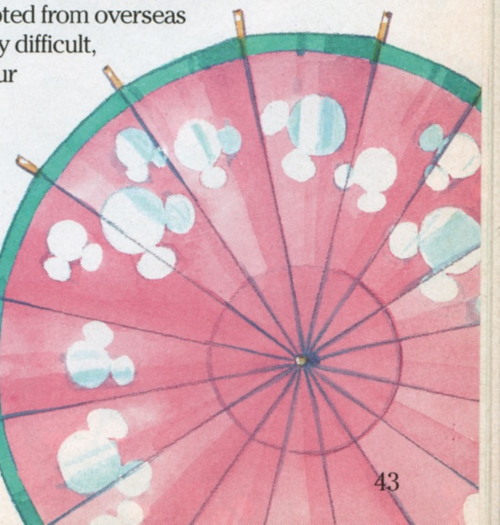
"Fried chicken goes over well here," Turley continues, "and in 1988 we added a churro (Mexican Pastry) at one of our restaurants in Westernland. Surprisingly, churros have become so popular we opened a wagon featuring them."

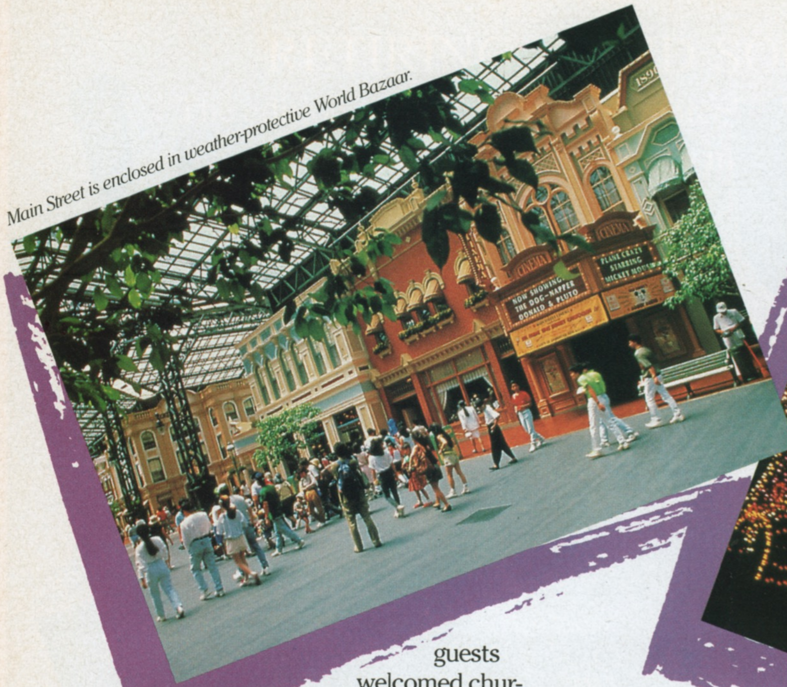
Dave Simpson adds with a chuckle, "Normally, trying to get anything accepted from overseas is very difficult, but our



Luxury resorts are now part of the view.

In 1989 Mickey helped to open the new train station at the Main Entrance to Tokyo Disneyland.





Main Street is enclosed in weather-protective World Bazaar.

TOKYO DISNEYLAND ELECTRICAL PARADE

An attraction in itself!

guests welcomed churros with open jaws!"

With the opening of *Star Tours* in 1989, pizza, long a favorite in Japan, became the featured item in the first *Audio-Animatronics*-managed restaurant, the Pan Galactic Pizza Port. In addition to their meal, guests are treated to the antics of Tony Solaroni and his intergalactic kitchen staff.

"Western" is still popular in the shops as well.

"There's such a great interest in merchandise from the American West," says Tom Turley, "that we added more product to our Western Wear shop."

Another phenomenon in Japan is the passion for the American '50s.

"The trend is U.S. '50s," says Turley. "Rock 'n roll, the dress, the food, and nostalgic items are very popular. So we changed the Southside Haberdashery in World Bazaar (Main Street) to a '50's apparel shop, the Be Bop Hop.

"What's interesting," he adds, "is that now it makes a really dramatic transition from the art deco theme of that end of World Bazaar into the futuristic look of Tomorrowland."

An ancient Japanese tradition led to the success of two shops in World Bazaar: the Confectionery and the Pastry Palace.

"It's a tradition here for travelers to bring gifts back to their neighbors," explains Turley, "and sweets are the most popular—especially chocolate, bean paste, and rice crackers. One favorite from the Pastry Palace is called manju, a bean paste dumpling. Of course, everything is packaged in cans, boxes or wrappers decorated with Disney characters."

And characters are the key to the largest shop in the Park.

"We've added 100 square meters to Disney & Co.," says Turley. "It's the most popular shop in any of our Parks. Guests love our themed character merchandise."

Adding attractions, shops and restaurants has helped in accommodating the swelling number of Tokyo Disneyland guests, but, as Turley points out, "We can't build new facilities fast enough to handle the increase in attendance."

So here, entertainment plays a vital role.

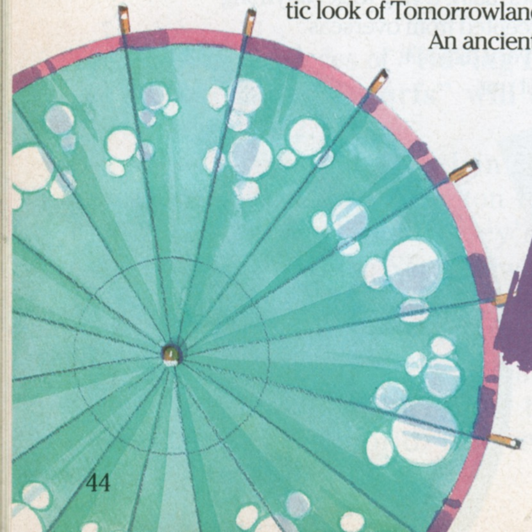
From the beginning, every land has had lots of entertainment going on. Each area has one or more stages, and shows are changed from daytime to evening. For example, the Diamond Horseshoe presents its famous Revue by day, and then becomes a dinner theatre featuring the "Hoop-Dee-Doo Revue" at night. Over in Adventureland, the Polynesian Terrace has "Aloha, Mickey" for the afternoon crowd and the "Golden Island Revue" for dinner guests. Tomorrowland Terrace features live bands fronted by American singers during the day, and turns into "Roger Rabbit's Dancin' Time Warp" at night.

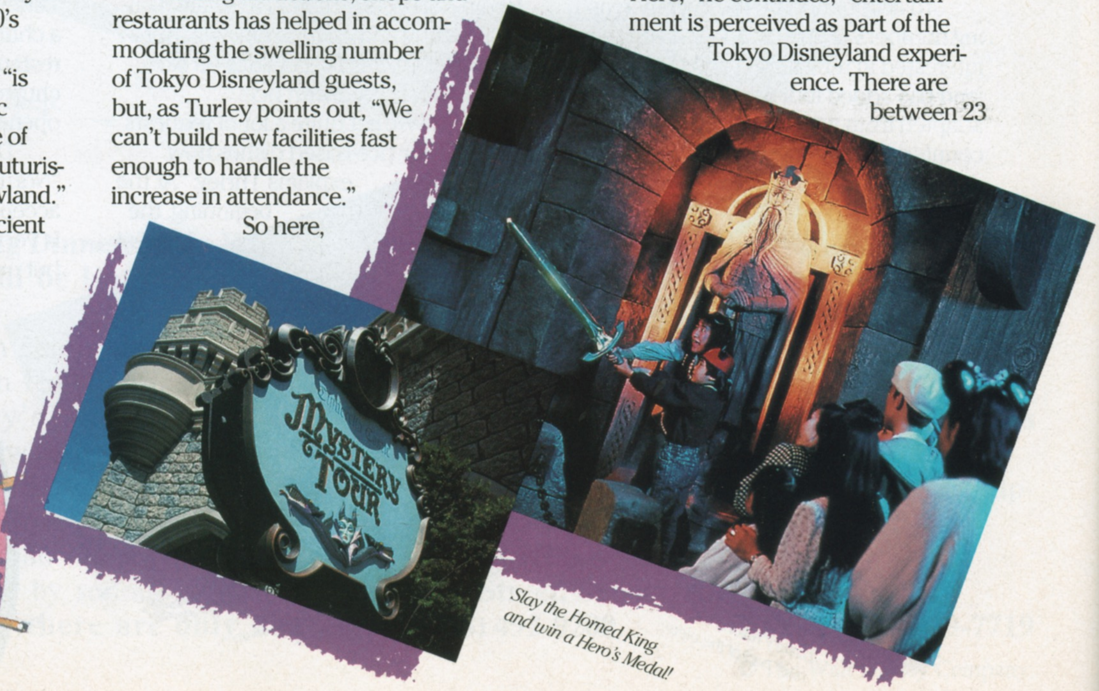
"Guest participation and dinner shows are extremely popular," says Michael Shann, Director of Entertainment for WDAJ. "Atmosphere talent is very important, too; we have a *lot* of that here.

At Showbase 2000 in Tomorrowland, "One Man's Dream," the story of Walt Disney told through his classics, is going on its fifth year.

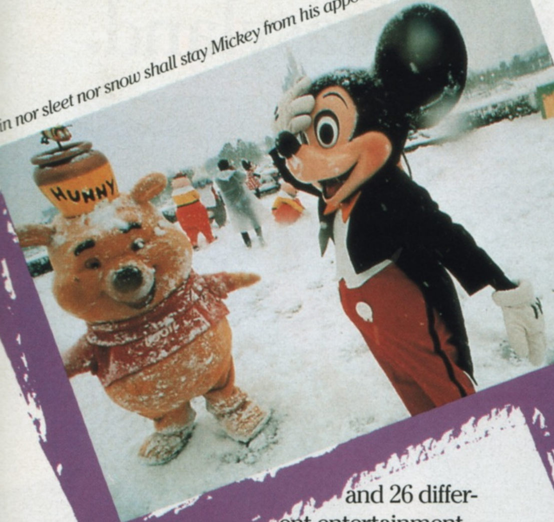
"It's become a signature show for Tokyo Disneyland," says Shann.

"Here," he continues, "entertainment is perceived as part of the Tokyo Disneyland experience. There are between 23





Slay the Horned King and win a Hero's Medal!



Rain nor sleet nor snow shall stay Mickey from his appointed rounds!

She's comin' round Big Thunder Mountain...

and 26 different entertainment experiences *per day* available to guests. Some of our shows even have 'fans' who return time and time again. It's not unusual," says Shann, "for guests to begin to queue one hour before a stage show, and up to several hours for a parade."

In fact, large shows and major parades, such as the Main Street Electrical Parade and Cinderellabration (which stops in front of the Castle for a royal wedding), are actually considered the same as attractions at Tokyo Disneyland.

"We try never to cut back on entertainment," Shann emphasizes, "even on lower attendance days. It's part of the ticket."

Tokyo Disneyland also stages special events on a regular basis each year.

"We do have more repeat visitors than the other Parks," explains Dave Simpson, "and we want to keep them interested in coming back."

This spring, Tokyo Disneyland presented the Disney World Fair, celebrating the fact that there is now a Disney Theme Park in all the major areas of the world—Asia, Europe and America. The event included booths with merchandise from each Park, plus entertainment.

Last fall, the Mickey Mouse Carnival featured the Party Gras Parade, booths, food and entertainment. Next fall will celebrate *Splash Mountain*.

"Christmas becomes bigger and bigger each year," says Tom Turley. "Last year we changed the 'Country Bear Jamboree' over to the 'Country Bear Christmas Show' for the first time. It was a tremendous draw. We even broke the attendance record for that month."

Tokyo Disneyland has become more than just a Theme Park for tourists. It has achieved national recognition as a cultural experience.

"During the school year," explains Dave Simpson, "we offer 'Campus Days.' School excursions are a major part of the curriculum here, and we've been sanctioned by the schools as an educational experience. The students are exposed to Western culture and architecture; *Meet the World* (a Tomorrowland attraction) gives them an overview of their own history; they hear and use the English language; and they see entertainment from around the world. Annually, school groups account for 10% of our attendance."

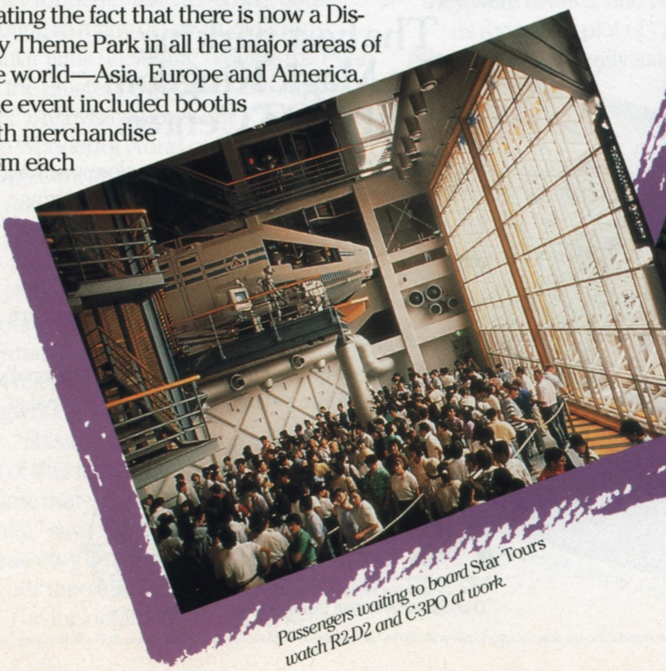
Tokyo Disneyland has even been included in the New Year's Eve program of NHK, one of Japan's most respected networks.

"It's traditional to visit the shrines on New Year's Eve," explains Simpson, "and Tokyo Disneyland is now one of the stops NHK makes, along with all the shrines and sanctioned places.

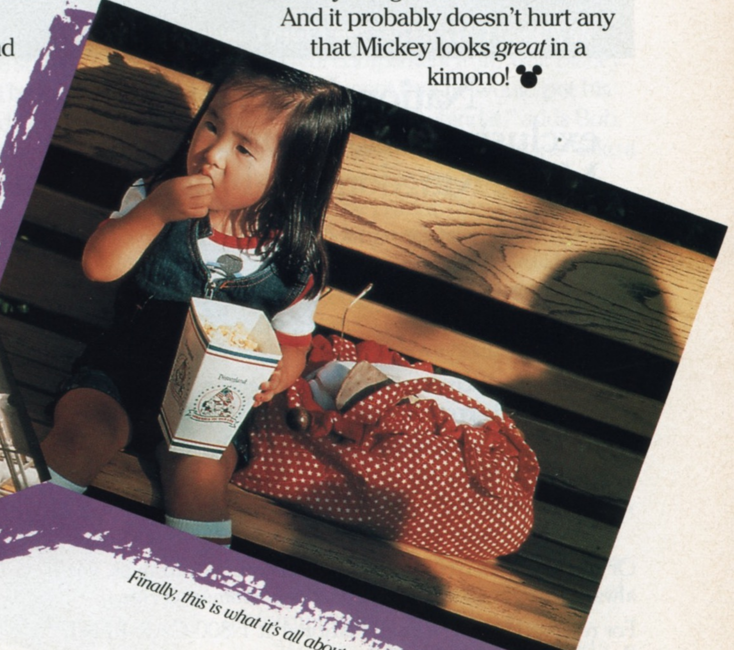
"Back in the beginning," he continues, "People said that the Japanese would not come to Tokyo Disneyland if they couldn't sit on the ground on blankets; they wouldn't eat standing up; they'd never buy popcorn. But, instead, the Park has been embraced by the people. They're proud of it."

"We provide a unique form of entertainment," Tom Turley sums up, "and a good value that's unsurpassed in Japan. That's why our guests come back."

And it probably doesn't hurt any that Mickey looks *great* in a kimono!



Passengers waiting to board Star Tours watch R2-D2 and C-3PO at work.



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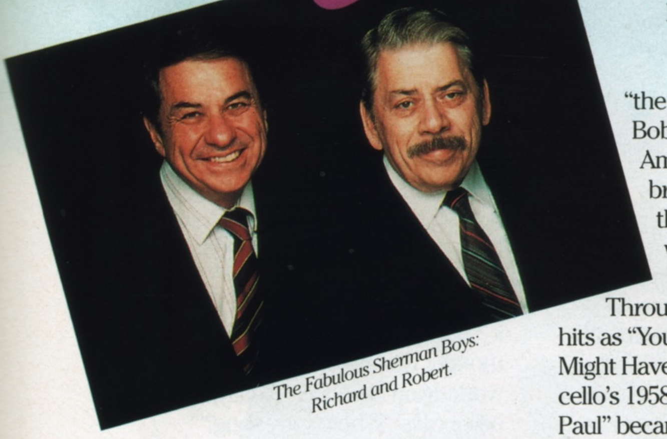
the fabulous Sherman Boys

By Michael Mallory



The Fabulous Sherman Boys: Richard and Robert.

For Richard M. and Robert B. Sherman, Disney's *songwriters extraordinaire*, the key to a good song was summed up best by their father.

"Our dad, (songwriter Al Sherman) used to say, 'Remember the three S's: Singable, Sincere and Simple,'" Bob Sherman says.

Perhaps best known for their Oscar-winning score for "Mary Poppins," the Shermans acted as staff songwriters and general idea troubleshooters for Walt Disney for better than a decade, contributing to many of the Studio's most popular films (including "Winnie the Pooh and the Blustery Day" and "The Jungle Book"); television programs ("Zorro" and "The Wonderful World of Color"); and Theme Park attractions (*The Enchanted Tiki Room, It's a Small World* and EPCOT Center's *Magic Journeys*).

Now, for the first time, the *creme de la creme* of that association can be found in a new album titled "The Sherman Brothers: Walt Disney's Supercalifragilisticexpialidocious Songwriting Team."

"This record is a celebration of that incredible, wonderful time that we had with Walt Disney," says Dick Sherman. "It was very inspiring, very exciting, and our time was very well spent."

Having originally set out to write "the great American novel" (young Bob's dream) and "the great American musical" (Dick's), the brothers were challenged by their father in the early 1950s to write a song, and they have been a team ever since.

Through the '50s they scored such hits as "You're Sixteen" and "Things I Might Have Been." When Annette Funicello's 1958 recording of their song "Tall Paul" became a smash hit, the Shermans were asked to keep supplying tunes for the ex-Mouseketeer.

Recalls Dick, "One day Walt said, 'Who are those two brothers who are writing cute little songs for Annette? She's going to do a film in England ("The Horsemasters"), and maybe we could have them do a little tune for this film.'"

Bob continues the story. "So we brought (the song) up to Disney's office—it was the first time we'd met him. He had us sit down and said, 'Now, in this picture there are two sisters who have never met; they were twins...,' and he started telling us the whole plot of "The Parent Trap"! I finally said, 'Mr. Disney, we wrote a song for Annette Funicello.'

Walt enjoyed musical interludes with his favorite songwriting team.

"He was a little ticked off 'cause we'd let him talk so long, but how do you stop a legend?" laughs Dick.

Ultimately, their song was given what they would come to recognize as the Walt Disney stamp of approval.

"He said, 'Yeah, that'll work,'" Dick Sherman says. "We were thinking, 'Gee, he didn't like it too much.' What we didn't realize at the time was, *Yeah, that'll work* was a *great* compliment from Walt Disney."

T DISC WITH LYRIC BOOK
Disney
the Sherman BROTHERS
Walt Disney's "Supercalifragilistic" Songwriting Team

"That meant that he would put his entire organization behind it," adds Bob.

Walt suggested the Shermans "take a whack at" tunes for other projects—including "The Parent Trap." To this day Dick speculates as to whether Disney *purposely* pitched the wrong film in that first meeting as a test.

After penning several songs on a free-lance basis, Dick and Bob were called in for a meeting that would change their lives.

"Walt said, 'You know what a nanny is?'" Bob Sherman recalls. And we said, 'Sure, it's a goat.'"

"'Naaaaa, an *English* nanny,'" continues Dick, mimicking the clipped tones of his former boss.

"We said, 'Oh, yeah, a nursemaid, right?'"

The nursemaid in question was one Mary Poppins, and Walt handed them a copy of P.L. Travers' original book.

"He didn't tell us he wanted to do a musical, he just said, 'Read this book and tell me what you think,'" Dick Sherman remembers.

What they thought was that it would make a terrific musical fantasy, but the time setting seemed wrong.

Says Dick, "The picture is set in 1910, but the books were set in 1935 or '36. It was Bob's and my idea to set the time back to lift the veil of disbelief, so you believe a nanny *would* fly in out of the wind."

After much thought and discussion, the Shermans selected six "Poppins" stories that they felt could be woven into a single storyline, and took their ideas back to Walt.

"We *really* dog-eared that book," Dick says, "and we had sketched out 'Feed the Birds,' and came up with 'Supercalifragilistic...' Walt said, 'That'll work.' Then he looked at our book and smiled. He had underlined the same six chapters as we had."

The brothers were immediately signed to a contract and began fabricating the storyline as well as the score for "Mary Poppins."

"The storyline was created by Walt Disney, Don Dagradi, who was a brilliant artist, Bob and myself," Dick says. "Don and Bill Walsh were the major contributors to the script, while Bob and I worked on the storyline and songs. But with Disney, it was a team: You contributed to everybody and they contributed to you."

Working on the film, the Sherman Brothers knew it would be special.

"Everyone who worked on that picture came in with a thrill every day," recalls Bob. "It was magic time."

Hitchhiking on the road to Oscar.

Debonair Maurice Chevalier crooned "The AristoCats", penned by the Shermans.

Four years later, "Mary Poppins" was acknowledged as Walt Disney's greatest achievement, "Supercalifragilisticexpialidocious"—born of the brothers' love of doubletalk words—was a household word, and Dick and Bob Sherman were among the "Academy elite." "You hit a homerun," Walt told them.

For another of the Shermans' most notable "homers," the situation was somewhat different when they came to the plate. They were summoned to WED (now Walt Disney Imagineering-WDI) and shown a new *Audio-Animatronics* show that was being designed on behalf of UNICEF for the 1964-65 New York World's Fair.

Bob Sherman recalls, "Walt said, 'We have this thing that's going to New York in eighteen months and we're having trouble. We have all these kids singing their national anthems, and it's a great idea but it sounds like *hell!*'"

Adds Dick, "The art direction was *incredible*, but one song would clash into the next, and when you had three or four bouncing around in your ears, you couldn't hear anything!"

What Walt wanted was a simple two-part "round" that could be translated into any language.

"We spent three weeks working on it," Bob says. "The first one we did we thought was *too* simple and we kept working on new ones. Finally, his (Walt's) office calls: 'Where's my song?'"

Feeling that the subsequent attempts had not topped their first version of the song, the Shermans offered "It's a Small World" to Walt Disney.

"We showed him how the two parts could juxtapose and work in together," says Dick, "and when we were through he said, 'Yeah, that'll work. Let's go.' He drove us over to WED where this whole team of people was waiting, and we played it for them. And they flipped!"

Is there any one thing that characterizes a Sherman Brothers song, be it ballad or waltz, rock 'n roll or ragtime? The constant might just be each song's apparent (and frequently deceptive) simplicity. The Shermans make it sound so easy.

"We're not ultra-sophisticated writers, but there's sophistication in our simplicity," says Dick. "So many times people don't know how difficult it is to get a clean, original line.

"There is a lot of craft in getting it simple. And if the statement is made right, it's that little pebble dropped in a clear pool, and all the ripples start floating out around it.

"And that's what it's all about. It's the ripples, the overtones that will come from it."

As a comment on the art of songwriting, *Yeah, that'll work.*

High-steppin' with Angela Lansbury and David Tomlinson on the set of "Bedknobs and Broomsticks".

It all started with "Tall Paul," written for Annette.

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HANG-ON ENDURORACER LASER GHOST TURTLES GALAXY FORCE PACMAN R360-SDMS STEEL TALON STAR FIGHTER

Classic pinball machines sit side-by-side with the latest models on the Starcade's Lunar Level.

STARCADE MANIA

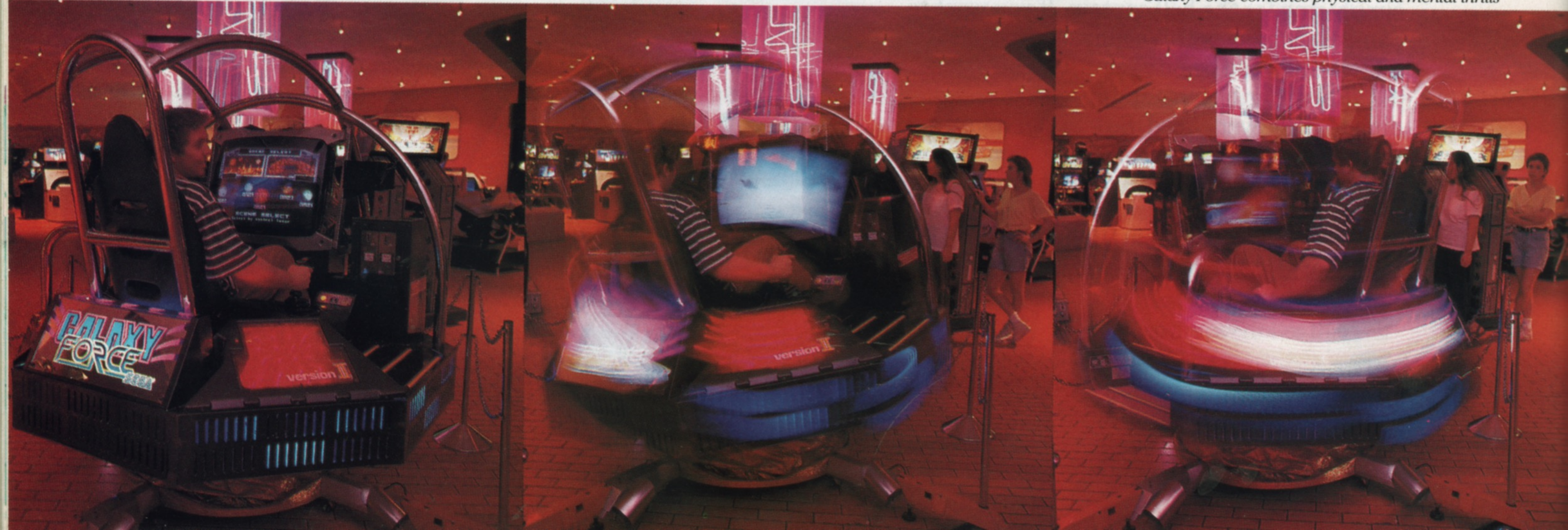
Some of Tomorrowland's most thrilling adventures can be found without waiting in line. And they last as long as your skills (or quarters) hold out. The Starcade at Disneyland promises electric excitement unmatched anywhere in the Universe.

Exhilarating mind games and high tech/high skill electronics tease the senses into a sophisticated rush. The atmosphere is captivating—almost mesmerizing. Especially at night when the lights and sounds of clashing games compete in a neon frenzy.

As you enter the cavernous Starcade, signs blast from the electronic games and hands-on simulators in a visually graphic competition for your attention. You're probably familiar with more than a few. Galaxy Force. Enduroracer. Hang-On. Jet Fighter. Pacman. Pacmania. Tatris. Assault. Sprint. Offroad. Laser Ghost. Battle Shark. Steel Talon. Starblade. Turtles. Moonwalker. Holograms.

But have you tried the ultimate moving machine? R360-SDMS Servo Drive Moving System is about as sophisticated as a "game" can get. And on a hot summer day you just might have to wait in line to try it—but try it you must! After emptying your pockets and

Heather roars off on a high-action, high-impact Hang-On racer.



Galaxy Force combines physical and mental thrills

HOLOGRAM

ASSAULT

STARBLADE

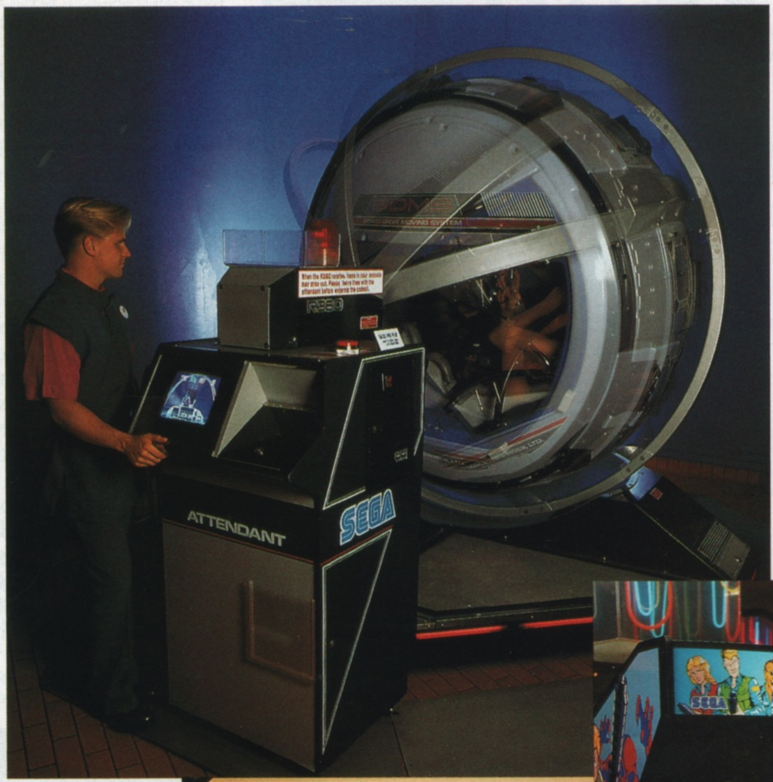
MOON WALKER

OFFROAD

BATTLE SHARK

SPRINT

TETRIS



The most sophisticated game in town: The R360-SDMS Servo Drive Moving System.

removing hats and glasses, you are ushered into the translucent sphere. When you've checked out the controls, push the starter and you're off on a spinning, whirling, topsy-turvy chase through the galaxy, vaporizing any enemy who dares to try to stop you. Whew!

For an even "higher" rush, take the escalator to the Starcade's Lunar Level. Here, competitive games of pinball and air hockey pit player against player.

After hours of exhilarating adventures, one challenge remains: Can you stop?

Produced and photographed by Max and Dawn Navarro

time traveler

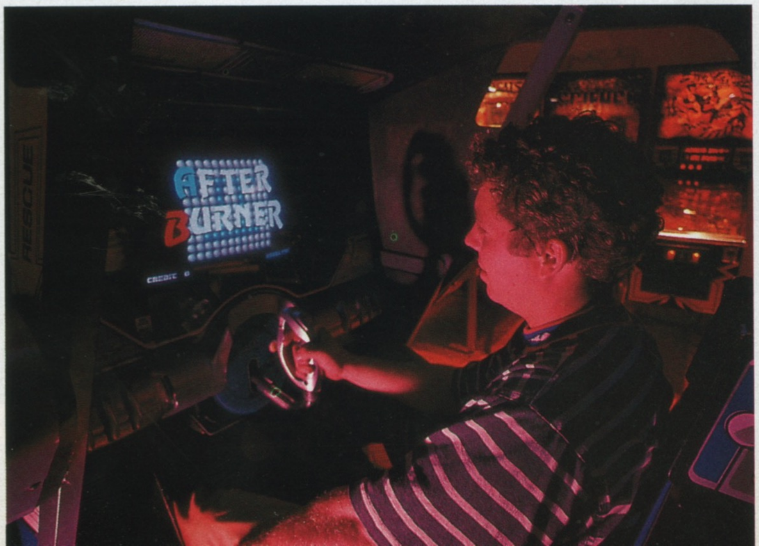
So near and yet so far! Dominique seems to have this hologram in the palm of her hand—or does she?

LASER GHOST
SEGA

It's Chris against Eryn against Danielle...

AFTER BURNER

Trying out both the old and new versions of After Burner, Chris discovers that the games of yesterday are even more exciting today.



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- **T**wo-year subscription to *Disney News* magazine
- **1**0% discount at The Disney Stores nationwide
- **U**p to 30% discount at National Car Rental nationwide and 10% discount on Delta Air Lines to Southern California and Orlando
- **M**embership in Entertainment's "Travel America at HalfPrice" for 50% savings at hundreds of North American hotels (does not include hotels in Anaheim, CA and Orlando, FL areas)
- **R**educed rates on cruises aboard Premier, Royal Caribbean and Norwegian Cruise Lines

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Own a Piece of the Magic

Disney Vacation Club

By Shanna Smith

With the dawning of the 1990s, a new concept in vacationing becomes a reality at the Walt Disney World Resort. It's called Disney Vacation Club and it offers guests a way to actually *own* a piece of the Disney "magic."

For the first time ever, Disney Vacation Club provides people the opportunity to own a real estate interest in the Disney Vacation Club at Walt Disney World. Although the concept of shared ownership of resort property has been around for many years, Disney has taken it to a new level. Mark Pacala, Senior Vice President and General Manager of Disney Vacation Club, explains, "It's not just the beautiful resort we built; people have come to expect that from us. It's not just the fact that the Disney name is on it, which translates to unsurpassed quality. It's the listening, thought and planning that went into the design of the whole business.

Accommodations can be adjusted to suit every occasion.

"We spent almost two years asking what the American consumer of the 1990s wants," he says. "We didn't come up with this in a lab. The consumer told us what they wanted. And now we're delivering on it.

"What we found out," Pacala continues, "is that people like the concept of shared ownership or shared use. But they said they also wanted and needed flexibility, convenience and a very high level of service."

The Disney Vacation Club offers convenience and flexibility.

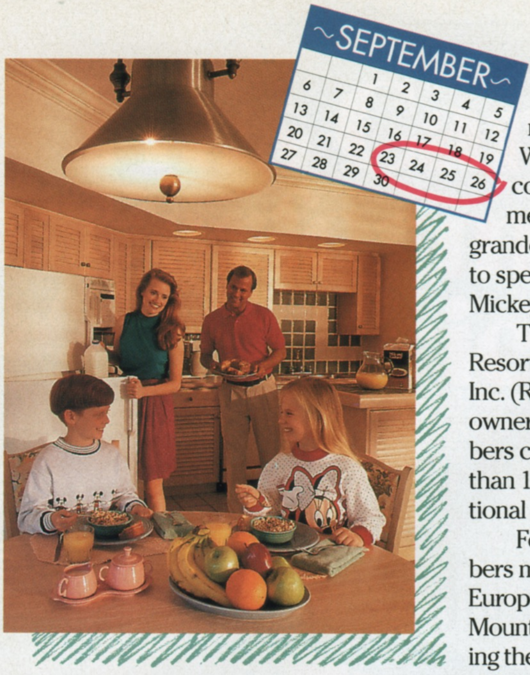
Just how flexible and convenient is the Disney Vacation Club?

The one-time purchase price and annual dues entitles owners to a yearly allotment of Vacation Points that are used to reserve accommodations at the Key West-themed Disney Vacation Club Resort. These Vacation Home accommodations range from spacious studios that sleep four to three-bedroom Grand Villas that sleep twelve.

The watchword is flexibility. Rather than being "locked in" to a certain week of the year, or a certain type of accommodations, members can apply their Vacation Points in a variety of ways—during different times of the year, for different lengths of stay, and for various sizes of accommodations.

For example, a member with 230 Vacation Points (the minimum available) could reserve a one-bedroom home for a week during an "Adventure Season" (January 1-31, September 1-30, December 1-14) for 140 points, then use an additional 82 points to reserve a studio

Through the Disney Vacation Club, people actually own a real estate interest in the Club at Walt Disney World.



A vacation that's fun for the whole family—year after year.

for a week during a Choice Season (October 1-31, November 1-25 and 29-30, December 15-23), and "bank" the remaining eight points for use during the next year.

Or, a member with 270 Vacation Points might choose to reserve a two-bedroom home for a week's stay in June, or enjoy a five-day family reunion in July in a three-bedroom Grand Villa. Another option would be to reserve a two-bedroom home for a nine-day stay in September.

(Of course, all reservations are subject to availability.)

Members may also borrow up to half their annual allotment of Vacation Points from next year.

For the occasional year when you are forced to postpone your vacation plans, you can also "bank" your Vacation Points from one year and use them the following year to reserve a longer stay or a larger Vacation Home.

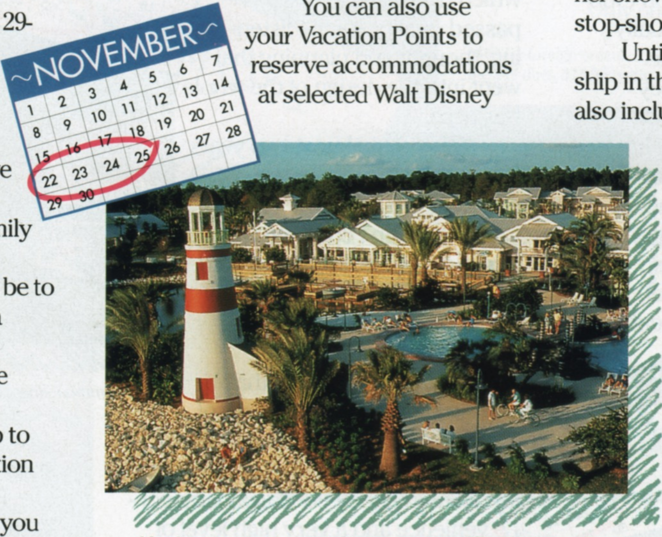
Now it's easier than ever to put yourself in our place!

It's a simple, "user-friendly" way to arrange vacation accommodations at the Walt Disney World Resort. Since ownership continues until the year 2042, members' children and grandchildren can look forward to spending their vacations with Mickey.

Through an agreement with Resort Condominiums International, Inc. (RCI), the world's largest vacation ownership exchange company, members currently also have access to more than 100 premium national and international resorts.

For a small transaction fee, members may exchange for a week in Europe, the Caribbean, the Rocky Mountains, or Hawaii, thereby expanding their vacation options. So, whether skiing, sailing or shopping strikes a member's fancy, this Member Getaways Program makes it possible.

You can also use your Vacation Points to reserve accommodations at selected Walt Disney World Resorts, including the Grand Floridian Beach Resort.



Members can use their vacation points for a different plan each year.

Disney Vacation Club members arrange the vacation of their choice with just one phone call. Member Services (through the Walt Disney Travel Company) can reserve lodgings, airfare, and car rentals.

Mark Pacala explains, "We were the first company that I know of to link an airline system, a hotel reservation system, and an exchange system and put them on the same (computer) screen simultaneously for immediate access."

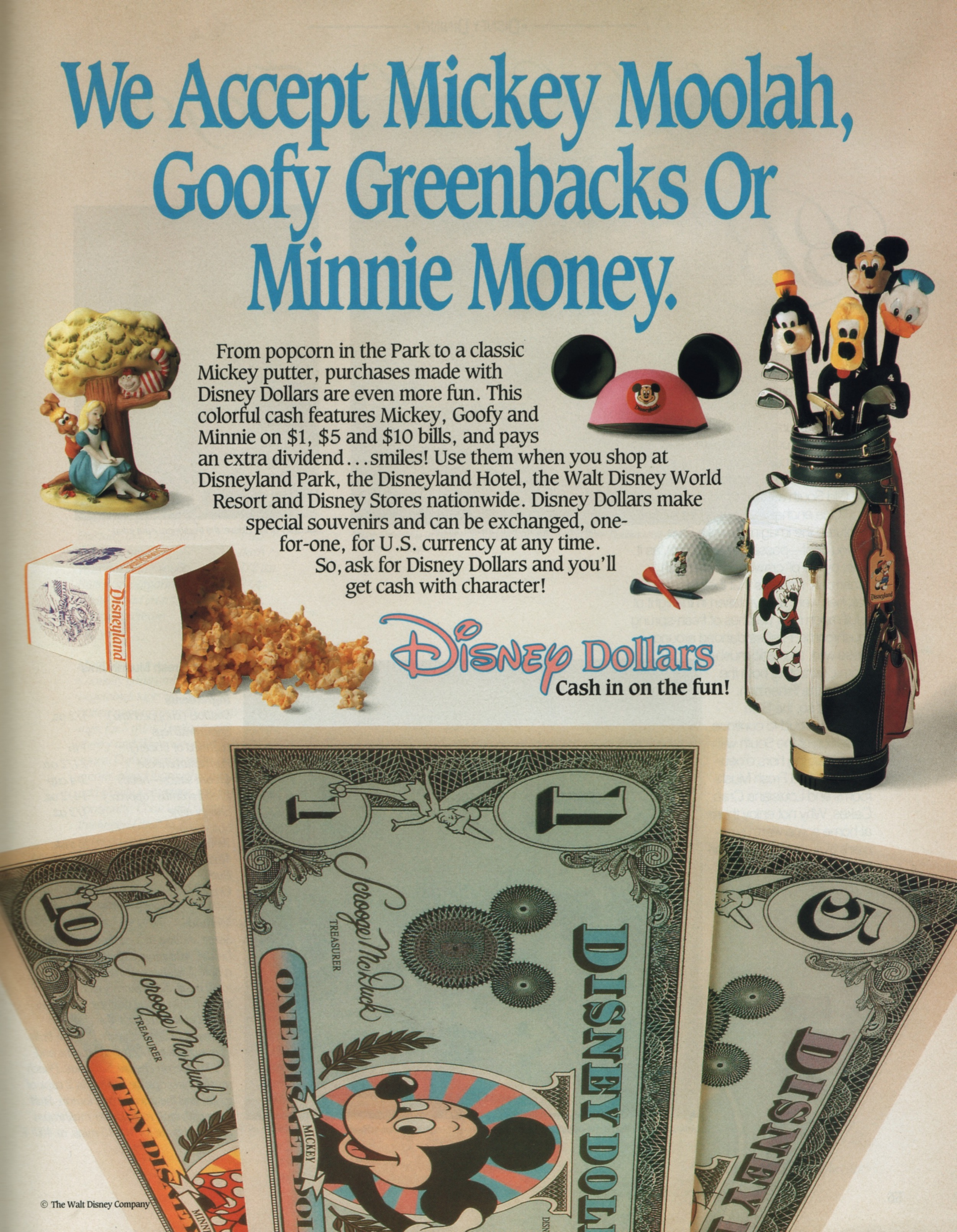
Whether a member elects to stay at the Disney Vacation Club Resort or in one of the RCI resorts, reservations for accommodations can be made up to 11 months in advance on a first-come, first-served basis. Member Services can also assist members with reservations for Disney entertainment—everything from a trail ride at Disney's Fort Wilderness Resort to a Disney dinner show. In other words, it's a "one-stop-shopping" style of service.

The amenities of resort living plus all the comforts of home.

Until the end of this decade, ownership in the Disney Vacation Club Resort also includes passes for admission to the Magic Kingdom Park, EPCOT Center, and the Disney-MGM Studios Theme Park for the length of the members' stay. The number of passes varies with the size of accommodations chosen and the number of people in the party. The Club is specifically designed for families who enjoy frequent vacations and prefer the quality Disney provides.

If you'd like to learn more about this innovative program, the next time you're at Walt Disney World make plans to stop by the Commodore House at the Disney Vacation Club Resort. To arrange your visit to the Commodore House, or for more information, call 1 (800) 800-9100. (In area code 407, call 939-3100.)

This information does not constitute an offer. An offer may be made only by means of a Public Offering Statement, which is available from Disney Vacation Development, Inc. No offer to sell vacation ownership periods may be made in any state which requires prior registration and in which the vacation ownership plan is not registered.



1
1
Scrooge McDuck
TREASURER
ONE DIS
MICKEY
DISNEY DOL
10
Scrooge McDuck
TREASURER
TEN DISNEY
MINN
5
DISNEY

We Accept Mickey Moolah, Goofy Greenbacks Or Minnie Money.

From popcorn in the Park to a classic Mickey putter, purchases made with Disney Dollars are even more fun. This colorful cash features Mickey, Goofy and Minnie on $1, $5 and $10 bills, and pays an extra dividend . . . smiles! Use them when you shop at Disneyland Park, the Disneyland Hotel, the Walt Disney World Resort and Disney Stores nationwide. Disney Dollars make special souvenirs and can be exchanged, one-for-one, for U.S. currency at any time. So, ask for Disney Dollars and you'll get cash with character!

Disney Dollars

Cash in on the fun!

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Twilight On The Bayou

At Disneyland in California, *Pirates of the Caribbean* has a secret. Just above the gently lapping river that carries adventuresome passengers into a pirate escapade sits the elegant Blue Bayou Restaurant. The perpetual twilight of the dining room, punctuated now and then by the croak of a bullfrog or the chirrup of a cricket, makes the folklore of the Old South a suitable companion.

One enchanting legend from Dixie captured the imagination of a Blue Bayou chef—passed along to him, as it was, by the ol' crawdad and catfish fishermen. It seems that their biggest catches were always taken in the light of a full moon near patches of fresh-sprung mushrooms. Fireflies danced around these wild, aromatic mushrooms, attracting both the fish and the fishermen.

And so, the Blue Bayou is proud to continue a tradition of the South with two tantalizing hors d'oeuvres—Stuffed Fresh Mushrooms and Louisiana Crab Cakes. Why not enjoy them at home some warm summer's eve—amid the flickering lights of the fireflies.

BLUE BAYOU
Restaurant

Elegant dining in New Orleans Square.

Specialty of the House: the traditional mint julep.

Delicacies from the bayou—Stuffed Fresh Mushrooms and Louisiana Crab Cakes.

Stuffed Fresh Mushrooms

Ingredients

Shallots (chopped fine)	*1/2 oz.*
Snow crab legs (canned or frozen)	*1 lb.*
Parmesan cheese	*2-1/2 oz.*
Cream sauce—heavy	*3/4 cup*
Bread crumbs (approx.)	*1-1/2 oz.*
Sherry wine	*1/2 oz.*
Salt, pepper, Worcestershire sauce	*to taste*
Mushroom caps	*approx. 20*
Butter	
One Lemon	

Method

Sauté shallots in 2 oz. butter, do not brown. Add snow crab legs and bring to a boil. Add sherry wine and cook for 8 to 10 mins. Add cream sauce and thicken with bread crumbs; season to taste. Let stuffing cool, then roll into balls, about 3/4 oz. each. Roll the balls in a mixture of 1/2 bread crumbs and 1/2 Parmesan cheese. Set aside. Poach mushroom caps for 5 mins. in 2 cups of water and the juice of one lemon. Stuff caps with crab rolls. Butter mushroom caps and bake for 10 - 15 mins. at 400° F.

Riverside dining in perpetual twilight while the Royal Street Bachelors provide a serenade of rhythm and blues.

Louisiana Crab Cakes

Ingredients

Imitation crab meat	*8 oz.*
Dungeness crab meat	*4 oz.*
King crab meat	*4 oz.*
Onions, chopped	*6 oz.*
Shallots, chopped	*2 oz.*
Garlic, chopped	*1 clove*
Mushrooms, chopped	*4 oz.*
Salt	*to taste*
White pepper	*dash*
Chicken base	*1 tsp.*
Sherry, dry	*1/2 cup*
Thyme	*dash*
Parsley	*1/4 cup*
Green onions, chopped	*1/4 cup*
Mustard, dry, Coleman	*1 tsp.*
Cayenne pepper	*dash*
Worcestershire sauce	*1/2 tsp.*
Butter or margarine	*2 oz.*
White bread crumbs	*3 oz.*
Whipping cream	*1 cup*
Egg yolks	*3 ea.*

Method

Coarsely grind crab meats and vegetables together. Sauté in butter/margarine, with seasonings, for 5 mins. Deglaze with sherry and Worcestershire sauce. Combine egg yolks and cream, blend thoroughly and add slowly to mixture, stirring constantly. Cook until slightly thickened (212° to 250°). Fold in bread crumbs. Allow mixture to cool, then form "cakes." Cook in a bit of hot oil on stove top until golden brown, or bake at 250° F for 20 mins. Yield: 4 servings.

Southern hospitality is another tradition at the Blue Bayou Restaurant.

Produced and
Photographed by
Max and Dawn Navarro

Walt Disney World Resorts

Surprises abound at Walt Disney World with all-new parades, shows, activities and entertainment.

If you like the idea of coursing through Walt Disney World, you'll be pleased to know that two new golf courses have been opened—**Eagle Pines** and **Osprey Ridge**, bringing the total holes of golf at the Resort to 99.

Everyone springs ahead in the spring—except the **Magic Kingdom** at Walt Disney World, which falls back, sort of. With the new Early Entry Special, guests staying at a Walt Disney World Resort can gain admission to a selected themed area in the Magic Kingdom one hour before regular Park opening. So, the early bird gets the mouse—Mickey Mouse, that is. This priority entry program will be offered on Saturdays, Sundays, Tuesdays and Thursdays from May 2, 1992, through December 31, 1992.

Would you like to learn to sing, dance or play a musical instrument from such luminaries as Rita Moreno, Rosemary Clooney, or noted pianist Dr. Billy Taylor? Or would you like to know how Disney creates its entertainment magic? If so, you're going to like Walt Disney World Resort's most innovative vacation package ever—the **Disney Entertainment Arts Festival**. This offer, available July 26-30, July 31-August 4, August 5-9, and August 10-14, gives guests a first-ever opportunity to join more than 100 talented young artists for behind-the-scenes instruction with acclaimed performing artists.

The unique package includes six days/five nights accommodations; more than 25 hours of seminars, rehearsals, workshops and master classes; exclusive backstage guided tours; a special farewell banquet and performance; and six days unlimited admission to the Magic Kingdom, EPCOT Center, Disney-MGM Studios Theme Park, and Pleasure Island. For more information, call 1-800-828-0228, or contact your local travel agent.

Get "Orbotroned" at Pleasure Island.

Pleasure Island

Pleasure Island has come up with yet another new idea to jazz up the summer. The **Pleasure Island Summer Jazz Series** will include such acts as the Holly Cole Trio and Terrance Blanchard. Admission to the jazz series is included in the regular admission price.

If you think you're pretty good at singing along with the radio, why not take your act to the stage—at the **Pleasure Island Karaoke Competition**. Every Tuesday from June 16 to August 1, competitors will be adding their voices to their favorite tunes in an effort to win prizes, and, of course, have a lot of fun. Past winners have even been sent to Japan and to Disneyland to display their talent!

Also new is the orbiting **Orbotron.** Guests stand inside with their feet strapped to the floor and then get ready for the ride of their life—whirling, twirling, twisting and turning. Experience the life of an electron in the nucleus of Pleasure Island's Orbotron!

The Queen Mary

You're invited on a royal voyage this summer aboard the elegant Hotel Queen Mary. A "**Two Ports, One Price"** package offers passengers an unforgettable two-night stay on the historic ocean liner *and* round-trip tickets to **Catalina Island** on the Catalina Express, all for just $119 per person, double occupancy.

Guests of the Hotel Queen Mary also receive a 50 percent discount off admission to the Queen Mary & Spruce Goose Attraction. This includes access to **"Ghosts, Myths and Legends of the Queen Mary,"** and two new tours which present historic information about the famous luxury liner—**"Celebrity Tales"** and **"Legendary Passages."**

Disneyland

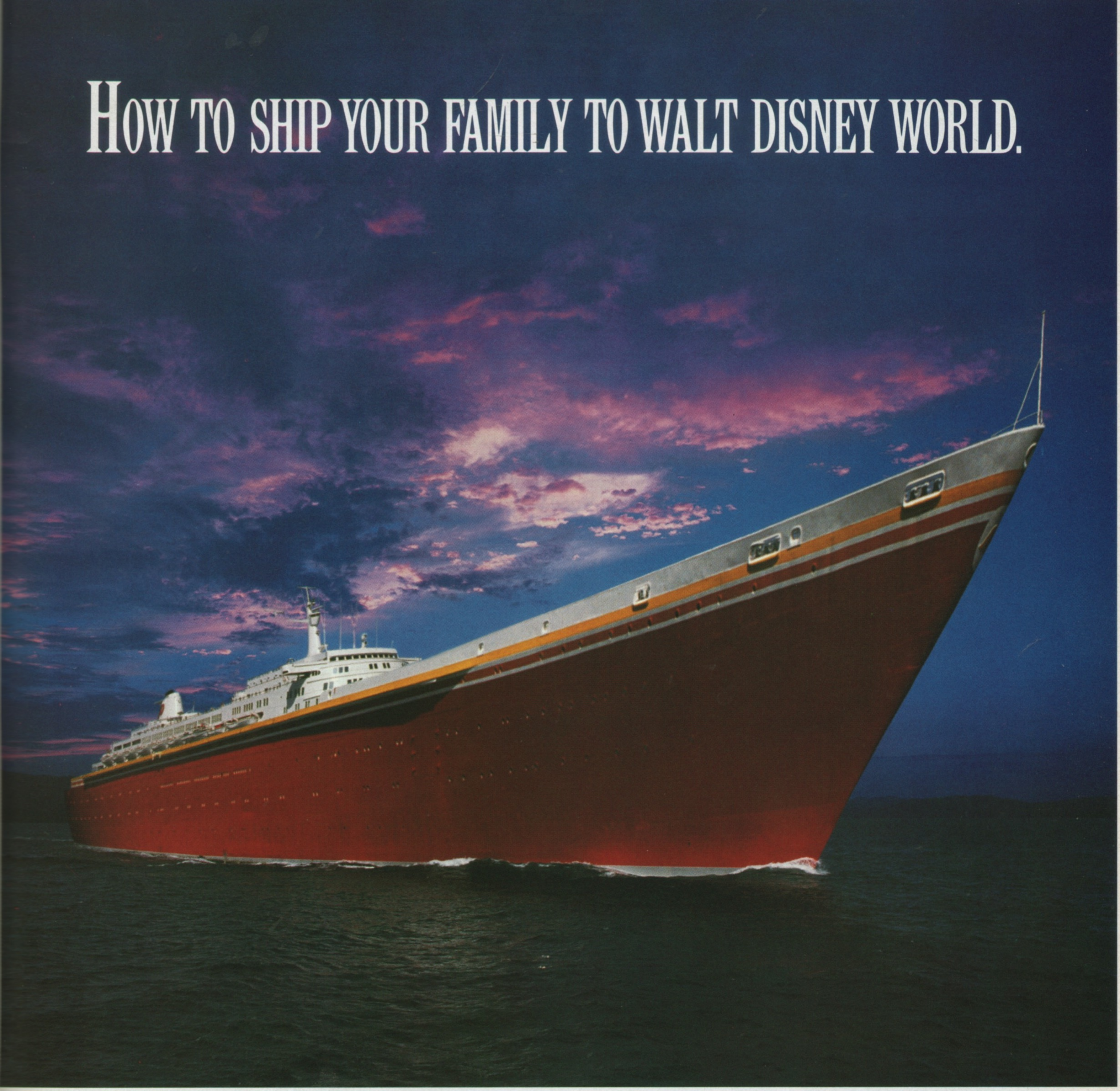
In celebration of his 60th birthday, Disney's goofiest personality will get his own parade this summer at Disneyland. **The World According to Goofy** is a historic retrospective which traces the evolution of Goofy through the history of the world.

The show begins in 1,000,000 B.G. (Before Goofy) with Goofasaurus, one of the Goof's most enterprising ancestors, who opens the first hot tar bath resort for dinosaurs. Oops. The history lesson continues to Egypt with King Putt (who had a penchant for knocking balls into holes in the ground), then to Italy where Goofredo creates the Leaning Tower of Pizza, as well as a most original portrait of the Mona Lisa. This is one parade that's sure to go down in history!

Carnation
FRESH MILK
ICE CREAM

Goofy's on parade at Disneyland this summer.

HOW TO SHIP YOUR FAMILY TO WALT DISNEY WORLD.



The best way to ship your family to Walt Disney World is on board Premier's Big Red Boat. We'll take the whole family on a four-day Bahamas cruise, then to Walt Disney World for three magical days. Two fantastic family vacations in one. But only from Premier. And since this is the Walt Disney World 20th Anniversary, there's no better time to go. So see your travel agent. Or call 1-800-473-3262 for a free brochure. If you'd like our "Cruise and Disney Vacation" video, send $9.95 check or money order to Premier Cruise Lines, P.O. Box 515, Cape Canaveral, Fl 32920. To order by phone, use your American Express, Visa or MasterCard.

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BIG RED BOAT

YEARS

The Official Cruise Line of Walt Disney World®

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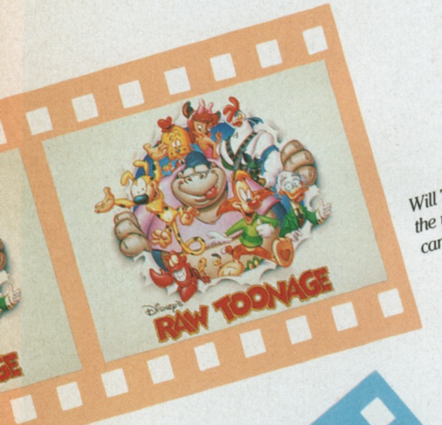
Mark Saltzman studies martial arts and etiquette.

Let's Go to the Movies

Someone must have been wishing on a star, because this summer everyone's favorite puppet returns to the silver screen. Walt Disney's **"Pinocchio"** will be coming to theaters nationwide to retell the adventures of how a puppet became a real boy—with a little help from a conscience named Jiminy.

In July, watch out for that Salinski kid. He stepped in front of his dad's newest invention, and now he's as big as a house. In fact, bigger. Now dad's screaming, **"Honey, I Blew Up the Kid!"** Catch it at your local theatre. You'll be screaming, too. With laughter!



Will Toons prove the variety show can still work?

Baby Salinski's comin' to town.

Home Video

Spend your summer vacation with a bunch of characters, starting with three special edition Cartoon Classics featuring the goofiest birthday boy of them all. **"The Goofy World of Sports," "Fun on the Job,"** and **"Happy Summer Days"** will be available at your local video outlet in late June.

If "Sing-Along Songs" are your cup of tea, you'll want to add **"Be Our Guest"** to your video collection. This video includes the popular songs "Beauty and the Beast" and, of course, "Be Our Guest."

Dinosaurs are big just about anywhere, but especially on video when you're talking about **"Dinosaurs,"** the hit TV show which won a 1991 Parents Choice for quality children's programming. Three new volumes, **"The Gold Child** and **The Last Temptation of Ethyl," "When Food Goes Bad** and **Fran Live,"** and **"Power Erupts** and **A New Leaf,"** will debut in June.

That musically charged spectacular **"The Great Mouse Detective"** makes its home video debut in July. The Sherlock Holmes-like mystery features a vibrant musical score, original songs, and an engaging story.

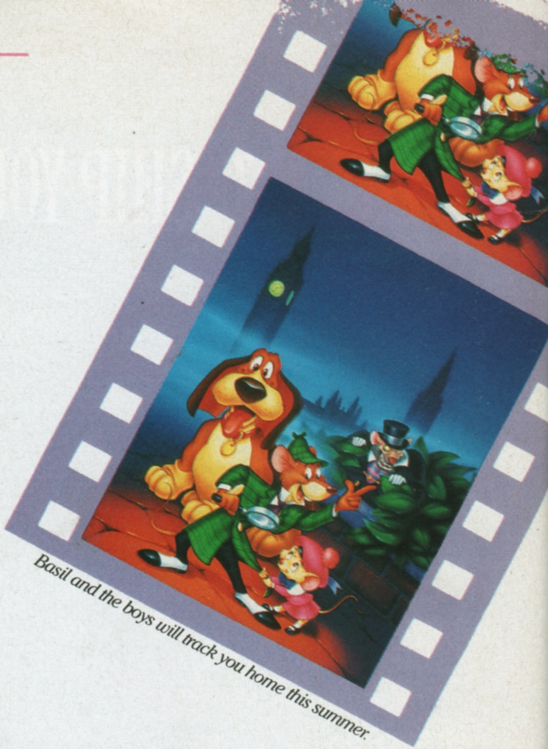
Walt Disney Home Video will add two live-action classics to its Walt Disney's Studio Film Collection line, **"Darby O'Gill and the Little People"** and **"Swiss Family Robinson."** Look for both of these exciting adventures in late July.

Seven is the hot number this summer for Touchstone and Hollywood Pictures Home Video. Premiering in late July are **"What About Bob?," "Green Card," "Oscar," "V.I. Warshawski," "The Marrying Man," "Scenes from a Mall,"** and **"One Good Cop."**

The Disney Channel

"Iron & Silk" is the true story of Mark Saltzman, an English teacher who struggles to overcome the cultural differences between East and West during his stay in China. Teacher Mark, as his students call him, studies martial arts and learns proper Chinese social etiquette during his stay. This exclusive program makes its world premiere on Friday, June 19, at 8:00 p.m.

Classic Disney tunes are performed by popular recording artists such as Michael Bolton, Billy Joel, Harry Connick, Jr., and Ric Ocasek in the world television premiere of **"Simply Mad About the Mouse."** The program blends cel and computer animation, live action and special effects for an unforgettable half-hour of entertainment. Tune in on Tuesday, June 15, at 8:15 p.m.



Basil and the boys will track you home this summer.

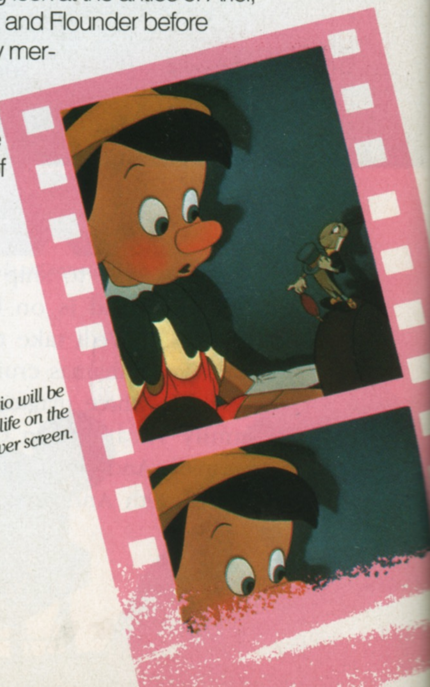
Popular recording artist Kenny Loggins performs many of his hits as well as songs from his new album in the Disney Channel exclusive, **"Kenny Loggins: Going Home."** The program, set against the majestic backdrop of the Grand Canyon, premieres on Sunday, July 12, at 9:00 p.m.

Television

Two new animated series will become part of the CBS Saturday morning line-up in September.

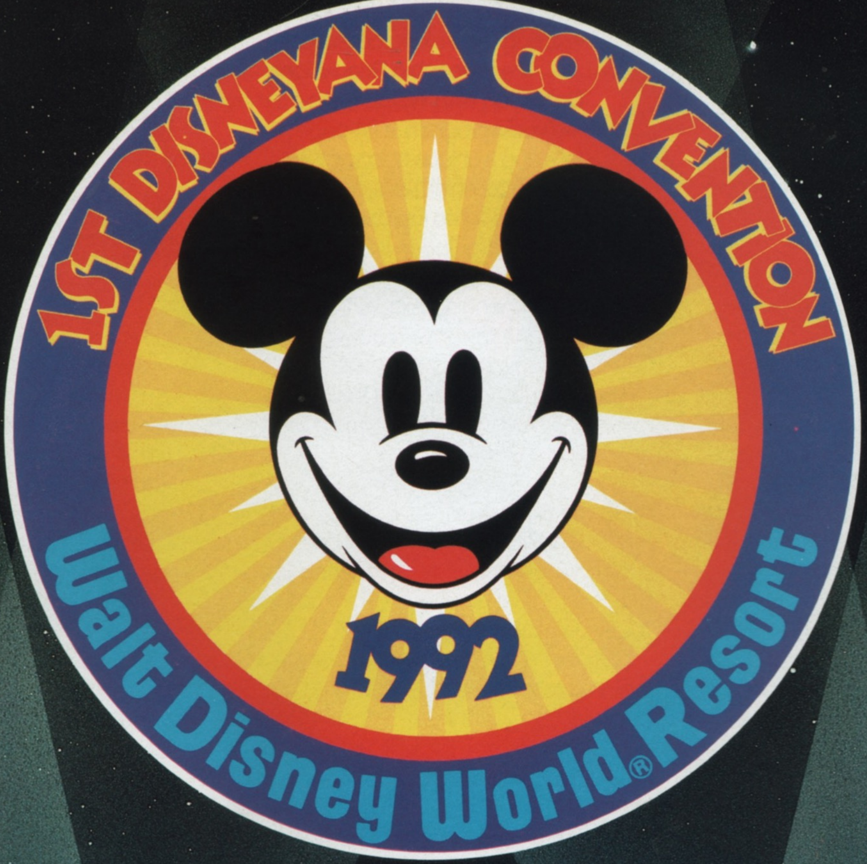
"Disney's Raw Toonage" is a children's animated variety show. Disney animated guest hosts introduce the half-hour of original animated shorts, music videos and parodies.

"Disney's Little Mermaid" is a half-hour animated program that will take an enchanting look at the antics of Ariel, Sebastian, and Flounder before the spunky mermaid's adventures in the hit movie of the same name.



Pinocchio will be bigger than life on the silver screen.

PREMIERING


1ST DISNEYANA CONVENTION
1992
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Disney and Disneyana
September 24-27, 1992

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The Marketplace

"Gotta have me!" he says, smiling from the shelf. Who? Who else but the youngest offspring of Earl and Fran from the hit TV show "Dinosaurs," Baby Sinclair!

The voice of the **Baby Sinclair Talking Doll** is the same voice as the one on the TV show, and repeats six of Baby's favorite phrases: "Not the mama," "I'm the baby," "Gotta love me," "Hello, fat boy," "I'm hungry, feed my mouth," and "I'm gonna bite you now." Tiny dino lovers can find Baby Sinclair at toy stores everywhere.

The Disneyana shops at Disneyland and Walt Disney World have something they hope will appeal to lovers of both fine art and Disney art—a **Limited Edition Serigraph Diptych by Michael Graves.** Graves, a renowned architect, is the creator of several of the Disney Company's most striking new buildings. Among these are the Walt Disney World Dolphin Resort in Florida, the Team Disney Building in Burbank, California, and the New York Hotel at Euro Disney Resort.

The signed and numbered serigraphs, inspired by the mural Graves created for the executive dining room in Disney's Burbank headquarters, offer two looks: they can stand alone, or, when placed side by side, create a larger single image. The price for the two pieces is $1,950 framed or $950 unframed. The Italian-made frames are available in a wood finish or in a light turquoise painted finish. Each piece measures 29-1/2" x 29-1/2."

Audio Entertainment

Now kids can relive their favorite scenes from "Pinocchio" with two exciting read-along collections.

The **Pinocchio Read-Along Collection with Watch** offers a remastered audio program, a 24-page storybook and a unique hologram watch in which Pinocchio's nose actually grows!

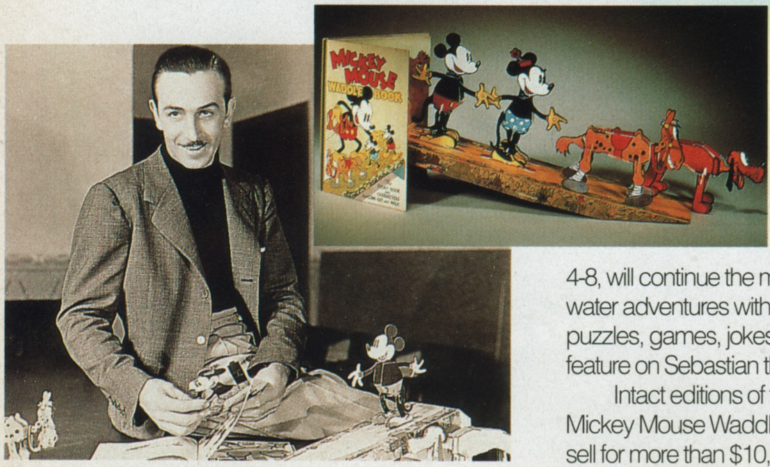
The **Pinocchio Deluxe Read-Along with Pop-Ups** includes a 22-page hardcover book with innovative pull tabs, pop-ups and a changing picture that provides kids with an interactive reading experience. The audio program offers word-for-word narration, music and the classic songs, "When You Wish Upon a Star" and "Hi-Diddle-Dee-Dee."

On the Bookshelf

One of Hyperion Press's latest titles, ***Wayne's World: Extreme Close Up***, is an intellectual look at two of the funniest guys on cable access TV—NOT! It is, however, a humorous look at Wayne and Garth, stars of the hit comedy skit and movie. Lest you think it's not worth taking seriously, the book rose to No. 4 on the New York Times "Advice, How-To and Miscellaneous" best-seller list. Excellent!

Hyperion Books for Children has also released two award-winning titles. ***Rescue Josh McGuire*** by Ben Mikaelsen is the story of an eleven-year-old boy who defies his family to take refuge in the wilderness with an orphaned bear cub. The book is the winner of the Western Writers of America 1991 Spur Award and the International Reading Association's 1991 Children's Book Award.

I Am Running Away Today by Lisa Desimini is the story of a bright orange cat who decides it's time to look for a new home because his old house is, well, old, and his best friend has moved away. The tale has won The Graphics Prize for Children, an award bestowed by an international jury of world famous graphic designers.



Walt demonstrated the original Waddle Book.

The Little Mermaid swims her way to newsstands this summer with the premier issue of ***The Little Mermaid Magazine.*** The quarterly publication, designed for children 4-8, will continue the magic of Ariel's underwater adventures with original stories, puzzles, games, jokes and a regular feature on Sebastian the Crab.

Intact editions of the original Mickey Mouse Waddle Books sell for more than $10,000. But come next September, you'll be able to buy a replica of this fascinating little book for a whole lot less. That's when the facsimile hardcover edition of the ***Mickey Mouse Waddle Book*** will be published, with only a few departures from the original. The books using plastic hinges for the characters' feet will sell for $19.95. A special Collector's Edition, featuring brass hinges as in the original, will be available for $70.

The Little Mermaid
A New Ariel Adventure
Aquarium Time!
Sebastian's Sea Creature Feature

Ariel's in the swim at your local newsstand.

Computer Software

Coasters is for rollercoaster fans and fraidy-cats alike. The software, developed with the assistance of Walt Disney World and Disneyland attraction designers, gives players the chance to design, build and ride in the rollercoaster of their wildest dreams.

Heaven and Earth is the first release by Buena Vista Software and the first software for Apple Computer's Macintosh. This software challenges players' skill, concentration and intellect in three different entertainment arenas: the Heaven & Earth card game, The Pendulum, and The Illusions.

Recordings

Summer's a great time to head for the country with Walt Disney Records' debut Spotlight Series album **"Country for Kids."** This first all-star album of country music for children features all-new recordings of traditional and original country music by some of today's biggest country music stars.

Merle Haggard, Buck Owens, Earl Scruggs, Glen Campbell, Emmy Lou Harris, Mary Chapin-Carpenter, and many others contributed to the album. New songs include Glen Campbell's "I Love to Play Outside" and Patty Loveless' "So Many Questions, So Little Time."

The Exclusive World Television Premiere.

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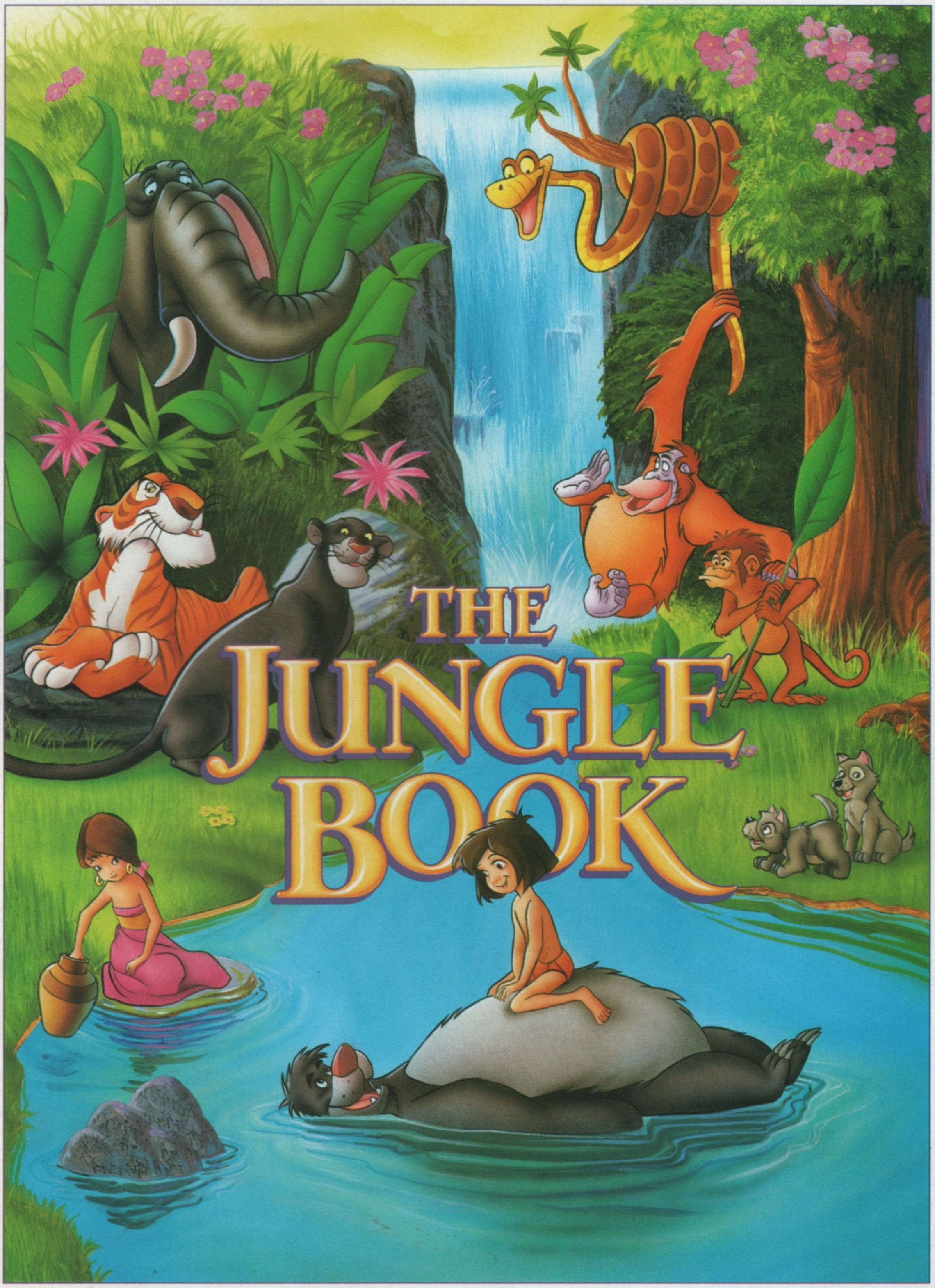
THE
JUNGLE
BOOK

The Disney Channel

Also This Summer, Don't Miss "Sting at The Hollywood Bowl".

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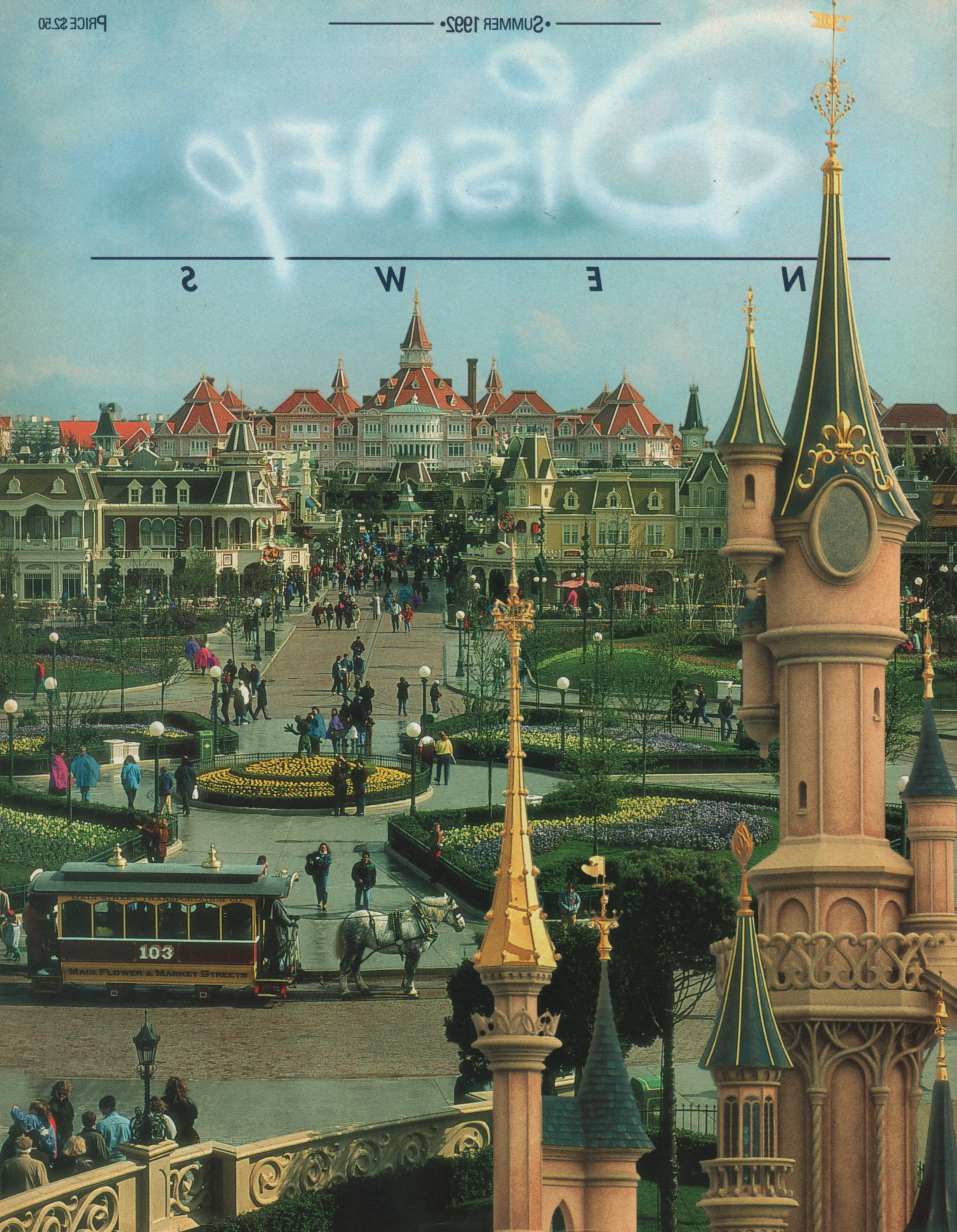
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